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The **Primer** is designed to help you ease into the opening hours of Final Fantasy XIII-2 with confidence.

Focusing primarily on activities required to advance the core storyline of Final Fantasy XIII-2, the **Walkthrough** chapter plots a direct route from the start of the adventure to its conclusion.

Bridging the gap between the story-focused Walkthrough chapter and the information-rich Tour Guide, the **Completion Timeline** chapter offers a concise visual guide to 100% completion.

The **Tour Guide** covers each game location in every time period, examining all optional activities available there: from side quests to minigames, maps to collectibles, power-leveling opportunities to rare monsters.

The **Strategy & Analysis** chapter offers a commanding overview of all of the game's key systems, exposing many secret mechanics.

The **Inventory** provides complete lists and statistics, including hidden item information. Using it, you can make more informed selections to strengthen your characters and create new strategic possibilities.

Our **Bestiary** reveals invaluable information – including hidden data – on the hundreds of assailants you can encounter (and potentially capture) during your travels through the Historia Crux.

The **Extras** chapter is home to bonus content, including a comprehensive guide to Trophies, Achievements, and unlockables. It naturally contains spoilers, so we caution against casual browsing until you have completed the main storyline.

CHAPTER INTERACTIONS

Final Fantasy XIII-2 is a vast, open-ended RPG. The purpose of the **Walkthrough** chapter is simply to chart an easy-to-follow course from the start of the story to its denouement for those who are most interested in the game's narrative. To get the most out of your first run through the story, we strongly advise that you regularly use the **Tour Guide** chapter as a complement to explore new areas, advance your party, and enjoy secondary plotlines. The **Completion Timeline** is a handy tool combining the chronological approach of the Walkthrough with the all-encompassing nature of the Tour Guide. It offers a reliable, user-friendly road map to reaching 100% completion in the most enjoyable, efficient and rewarding fashion.

INDEX

If you would rather play with minimal assistance, the guide's comprehensive Index can be used to jump to your topic of interest whenever you need a hint or specific piece of information.

VERTICAL TAB

The vertical tab on the right-hand margin of each double-page spread is a navigational tool designed to help you find your way around the guide. The top section lists the individual chapters, while the lower section highlights the part of the chapter you are currently reading.

FOREWORD

When we started working on Final Fantasy XIII-2, our main objective was to develop a game offering maximum freedom to the player. Whereas Final Fantasy XIII is primarily a story-driven game, we wanted the sequel to be a player-driven experience – where gameplay and story are directly influenced by the player's choices.

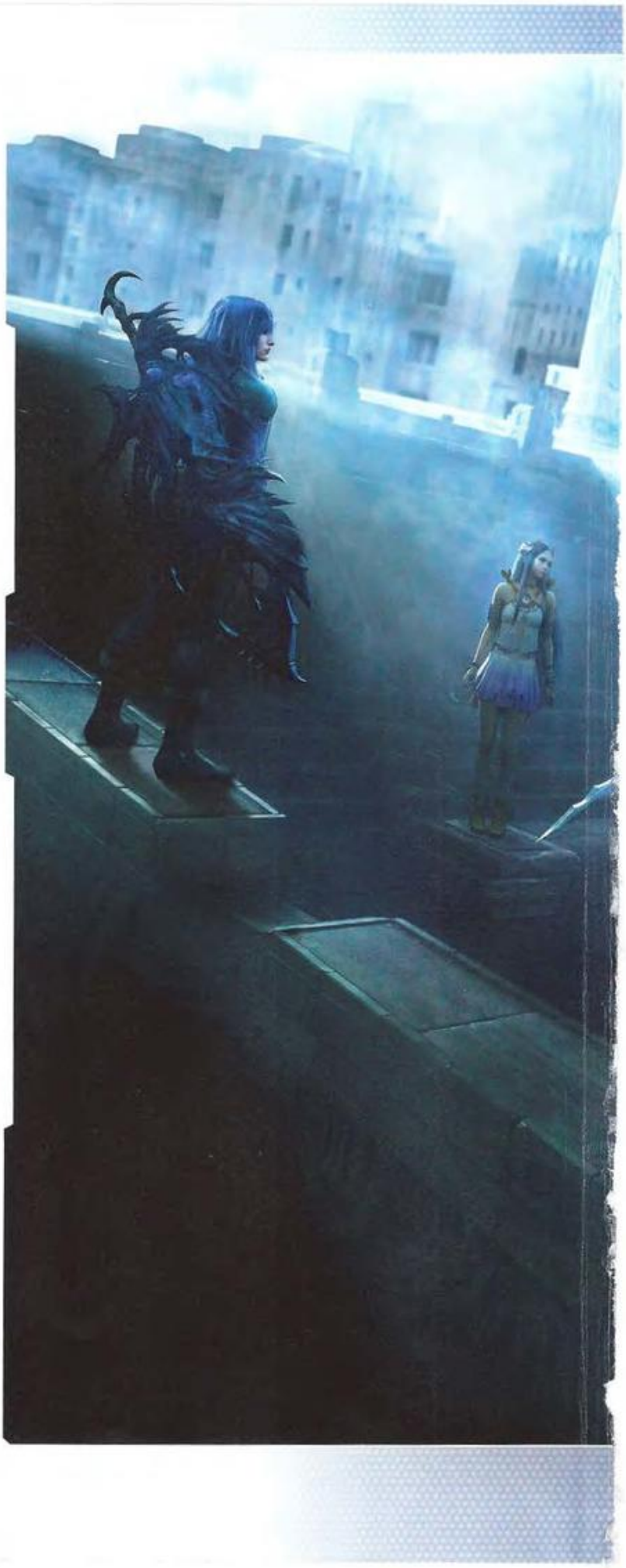
This is the essence of Final Fantasy XIII-2. You can freely move from location to location whilst also dictating the pace of the adventure. Dozens of side quests are available at any given time, intertwined with the core story and offering plenty of opportunity to branch off the main adventure at any point. The existence of certain regions in different time periods means that you can tackle a variety of time-based challenges by exploring these areas and solving all sorts of puzzles. As you progress through the adventure, you realize that your gameplay choices culminate in creating your own personal version of the story. Final Fantasy XIII-2 is all about freedom.

With a game of this scale and complexity, we felt that it was essential to offer a detailed travel companion to our players. When the time came to start work on the guide, the choice of partner was obvious. Piggyback has been publishing guides on the Final Fantasy series for over ten years, and their level of expertise and understanding of our games is peerless. Collaborating closely with the team, Piggyback has created a book that I'm pleased to present to you here. This is the ultimate guide, with everything you could possibly wish for: from a step-by-step walkthrough to an all-encompassing Tour Guide, from side quests to advanced strategy and analysis, from exhaustive inventory and bestiary lists to puzzle solutions. You will find in these pages the keys to solving all of the game's challenges. In addition, all information is presented so that you can advance as you choose and at your own pace.

And this is perhaps the greatest surprise the guide has in store. Though completely comprehensive, it offers advice and explains the game systems in such a way that every accomplishment remains your own. It will help you enjoy each moment of discovery whilst giving you the means to complete your objectives on your own.

I genuinely hope that you get to enjoy all elements of this extraordinary adventure.

Motomu Toriyama
Director



PRIMER

Before immersing yourself in the world of Final Fantasy XIII-2, we recommend that you take the time to read this short Primer chapter to prepare yourself for the opening hours of play. While those familiar with its predecessor can simply browse points of interest to refresh their memories, newcomers to the FFXIII universe will definitely benefit from absorbing our introductions to key gameplay concepts, story elements and noteworthy protagonists.

COMMANDS

BASIC COMMANDS

PS3	XBOX 360	EXPLORATION CONTROLS	BATTLE CONTROLS
L	L	Movement	Menu navigation; repeat previous command queue (L with Abilities menu highlighted during battle)
R	R	Camera control	Camera control
✥	✥	Menu navigation	Menu navigation; repeat previous command queue (✥ with Abilities menu highlighted during battle)
✕	A	Interact	Select menu option; enter sub-menu
○	B	Jump	Return to previous menu; cancel attack
△	Y	Enter Main Menu	Execute partial command queue before ATB gauge is filled
□	X	View/close main map screen	Unleash Feral Link attack*
R1	RB	Moogle Hunt*; Moogle Throw: throw Moogle (when L1/LB is held)*	View enemy information
R2	RT	-	-
L1	LB	Moogle Throw: grab Moogle*	Change Paradigm
L2	LT	-	-
L3	L	-	-
R3	R	Center Camera	-
START	START	Pause	Pause
SELECT	BACK	Enable/disable mini-map; skip cutscenes on pause screen	-

* This feature is not available at the beginning of the game.

ON-SCREEN DISPLAY

FIELD

1 INTERACTIONS
Objects or individuals that you can interact with in the game world are highlighted by a rotating circle, accompanied by a short text description – usually "Talk" for a person you can interact with, or "Examine" for a mechanism or object.

2 MINI-MAP
This display offers information on the terrain in your immediate vicinity, including topographical data, waypoints, NPCs (Non-Player Characters), and assorted points of interest. The mini-map always points north by default, though this can be adjusted in the Settings menu; the arrow representing the character under your control always corresponds to the direction they are facing.

MINI-MAP LEGEND

	Party leader
	Dots mark the path of your recent steps; useful for reorienting yourself after a battle in unfamiliar territory
	Ally
	Mog
	Active enemy
	Used to mark the site of your last battle in the region
	Waypoint marker
	Side quest waypoint marker
	Chocobo
	Marks the site of an opened treasure sphere
	Chocolina's Shop
	Gate

BATTLE

1 BATTLE MENU
Provides access to commands used during combat. This disappears while your instructions are implemented.

2 ATB GAUGE
The ATB (Active Time Battle) gauge fills gradually during combat. Once it is full, and your instructions chosen and confirmed, each action that appears above the gauge will be performed by the character under your direct control.

3 HELP DISPLAY
Offers information on highlighted menu options.

4 PARTY HP GAUGES & ROLES
These bars illustrate the current health ("hit points", or HP) of each party member; the current "role" of each individual appears above their gauge.

5 ENEMY HP GAUGE
This bar illustrates the current health of an opponent.

6 CHAIN GAUGE
This gauge is filled by launching successive assaults on an opponent. Once it has been filled, an enemy enters "Staggered" status, which can lead to increased damage, new weaknesses and behavioral changes. The red marker shows your actual position on the gauge, while the orange bar is a timer. If the orange bar reaches the far left of the display before you or your allies land another attack, both the Chain Gauge and related Chain Bonus are reset.

7 CHAIN BONUS
Shows the current multiplier for damage inflicted on a targeted enemy. 100% is the default amount, though this increases as the Chain Gauge is filled through successive attacks.

8 STAGGER THRESHOLD
Indicates the Chain Bonus level where an enemy will enter the Staggered state.

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MOVEMENT & NAVIGATION

01

Travelling from one destination to another in Final Fantasy XIII-2 is extremely simple. When the route you must follow is uncomplicated, a quick glance at the mini-map alone is usually enough to guide your steps. If you need to plan a longer journey or find a more distant point of interest, you can bring up a full map of your current locale by pressing ⊟/Ⓧ. Terrain is revealed in small chunks when you first set foot in a new area, though you can usually acquire a full map of a region not long after arrival. Once the full extent of an area map has been exposed, explored portions are highlighted in a lighter shade of blue.

You can vault over small obstacles or gaps by pressing ◎/Ⓑ, and you will regularly encounter swirling blue circular indicators. These are used to mark positions where your party members will negotiate larger obstructions automatically when you press ◎/Ⓑ (📷 01).

Other members of your active party move independently of the character under your direct control (the party leader), and may choose to linger in a particular area, or run ahead to scout the terrain. In some instances, usually flagged by a comment, they will lead you to the next story waypoint – a fairly regular occurrence during the opening hours of play. Should you become separated from a companion, you will be automatically reunited once you enter combat, so there is no need to backtrack if you discover that you have left someone behind.

ENEMY ENCOUNTERS

02

Though some opponents are "fixed" within a location, and can be seen as you approach them, Final Fantasy XIII-2 uses a new system for the vast majority of its combat encounters. As you walk through an area, monsters can suddenly materialize at any time. When this occurs, the Mog Clock and Encounter Circle will appear on-screen.

The **Encounter Circle** (📷 02) surrounds the character under your control, with its color indicating the proximity of opponents: red when they are close, blue when distant. If you quickly move your party leader away from enemies and ensure that none remain within the Encounter Circle, you can potentially avoid combat.

The single hand on the **Mog Clock** moves from right to left while enemies are in your vicinity. There are three distinct stages:

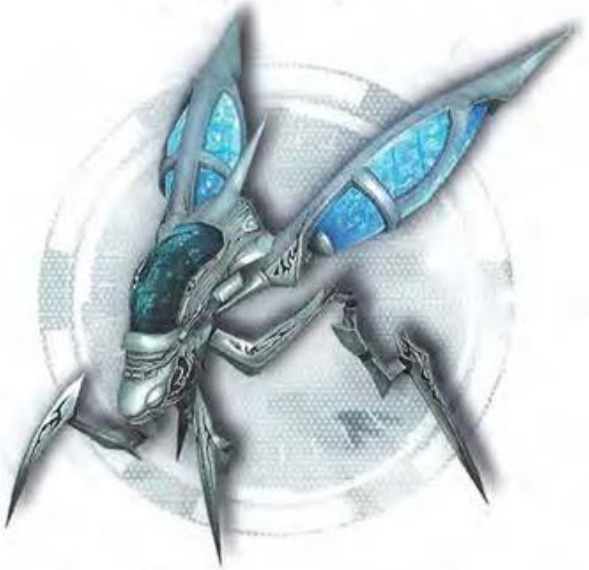
- When enemies first materialize, the hand on the Mog Clock will move through the green section of the gauge. During this short stage, most opponents will be temporarily immobilized. If you react quickly, it's relatively easy to initiate combat and score a Preemptive Strike bonus (more on which in a moment), or attempt to escape.

- Once the hand reaches the yellow zone, enemies become fully active and will seek to intercept and engage the party in combat. They can achieve this by making physical contact with the party leader. You can still score a Preemptive Strike bonus by hitting any monster within range, but this is a little more demanding once they begin to move. While your allies or NPCs within the vicinity may engage them in incidental skirmishes, this is a purely ambient detail: any blows they land do not lead to combat, and have no influence on any battle that may ensue.

- When the hand on the Mog Clock reaches the left of the gauge, it will flash an urgent red. If you do not escape or enter combat before the hand reaches the far left, a battle will begin automatically. If this should occur, you cannot select the Retry option to leave combat: it is essentially a fight to the death.

To initiate combat when monsters appear, use L to orient your character to face an opponent, then tap ⊗/A to perform a lunging attack. It's important that you position your character just before you press the button, as simultaneous directional adjustments do not work.

If your party leader successfully hits an opponent, combat will begin with a **Preemptive Strike** bonus. This leads to an opening blow that partially fills the Chain Gauge for affected monsters, fills ATB gauges for all party members, and imbues your characters with the Haste status effect, increasing the rate at which the ATB gauge recharges for the opening rounds of the battle. Conversely, if you make contact with an opponent without striking them, or the Mog Clock timer expires, there is no opening "bonus" attack, and your party starts the fight with empty ATB gauges.



Some opponents can move with astonishing alacrity, or are capable of movement from the moment they materialize, and are therefore hard to avoid; others are sluggish or essentially remain stationary, and are easy to escape or hit to secure a Preemptive Strike. You will soon come to recognize enemy types that move purposefully, and learn techniques to strike quickly or escape.

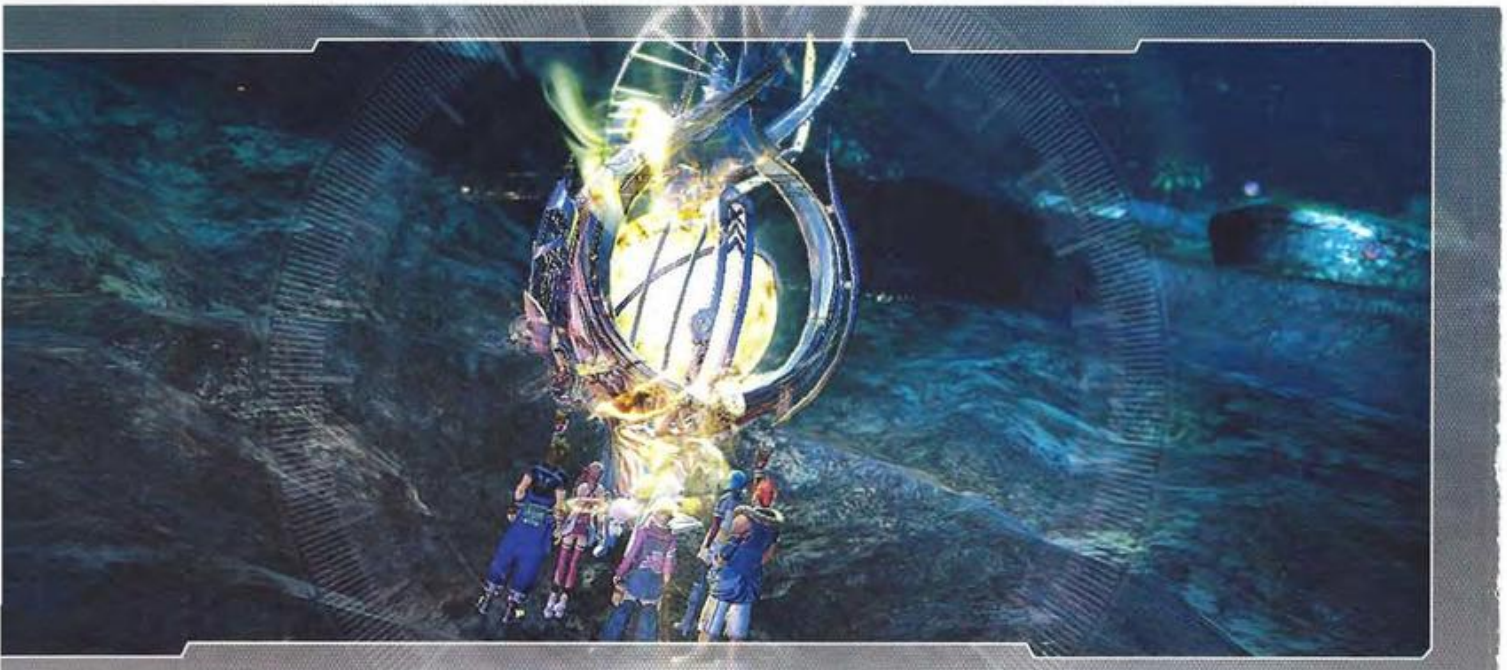
We will offer further guidance on the **Mog Clock** system in the Walkthrough chapter, but it's worth taking the time to digest the following advice in advance:

- Fighting battles enables you to advance your party members, accumulate gil (the traditional currency of Final Fantasy games, XIII-2 included), and pick up assorted items and rewards. As a general rule, you should try to fight all enemies that appear as you move between main story waypoints. If you miss too many of these battles, you run the risk of hitting a difficulty spike if your party is under-leveled for a particular location or boss battle.

- If you really must avoid a battle, there are a handful of tricks that can make it easier to move enemies out of the Encounter Circle. Jump to different elevations, vault over obstructions, or move behind barriers. These actions will at least slow monsters down, and may prevent them from following entirely. In the split second after monsters appear, note their positions on the mini-map and identify the direction that will take you away from them quickly – even if this means backtracking. Running past opponents that spawn ahead of your position is always a risk.

- Whenever monsters appear, release L immediately. If you are fortunate enough to have an opponent positioned directly in front of you, press ⊗/A to launch an attack. If not, tap L in the direction of the closest opponent before you strike. With a little practice, it's possible to begin the majority of battles with a Preemptive Strike.

- You cannot interact with NPCs or devices (including treasure spheres and boxes – see overleaf) while the Mog Clock is active.



COLLECTIBLES

While you will occasionally encounter items that appear directly in the game world and can be picked up by pressing ⊗/Ⓐ in close proximity, the vast majority of collectibles appear in *treasure spheres* or *treasure boxes* (📷 03).

03

- **Treasure spheres** usually contain useful but non-essential objects or gil, though they may very occasionally contain items required to complete an objective. Press ⊗/Ⓐ to open them. After a short delay, a pop-up message will reveal their contents, which are automatically transferred to your party's inventory. Once opened, a treasure sphere icon will appear in that position on the main map and mini-map, making it easy to keep track of which containers you have opened. In locations that you visit at different times in history, treasure spheres always appear in the same position. Opening one in a particular time or iteration of a location will open it for *all* points on the timeline. Treasure sphere contents are fixed, irrespective of when you open them.

- **Treasure boxes** generally contain items critical to the storyline, objects required to complete side quests and optional tasks, or rewards for decisions that you make in conversations. Mechanically, they operate in exactly the same way as treasure spheres. However, treasure boxes only appear in a location at a single point on the timeline. For that reason, you should always open them immediately.

The Tour Guide chapter features maps that reveal the locations (and, where applicable, related requirements) of every last collectible in Final Fantasy XIII-2. However, if you intend to complete a first playthrough with minimal assistance, the following treasure hunting tips will be handy:

- Use Ⓡ to scour the environment for collectibles as you travel through new and old areas alike. Whenever you notice cul-de-sacs or alternative routes, take the time to explore these: they may well contain a reward to acknowledge your curiosity.

- Some collectibles cannot be picked up until you acquire specific abilities through main story progression. If you notice "ghost" spheres, boxes or items during the early stages of the adventure, or objects located in inaccessible areas, make a mental note of their positions; you can backtrack to collect them when your party obtains the necessary proficiency.

- Treasure spheres and treasure boxes both generate distinct sound effects that travel for a surprisingly long distance. Learn to identify these aural cues, and the way in which the volume of the effect increases or decreases in accordance with your direct-line proximity.

POINTS OF INTERACTIVITY

In addition to collectibles, you will encounter numerous points of interactivity throughout the game world. These can vary from plot-critical devices that must be operated to advance the story, to NPCs who can be engaged in brief conversations. To interact with devices or NPCs, press ⊗/Ⓐ.

04

- When you can speak to an NPC, a speech bubble containing an ellipsis (📷 04) will appear above that individual's head. In close proximity, a rotating circle and a "Talk" caption will indicate that you can strike up a conversation. Most NPCs will make contributions that have no specific relevance to your current objectives, though they might occasionally offer clues or make comments that direct you towards points of interest.

- Interacting with certain NPCs will initiate side quests; you are given the option to decline these if you wish, though you can always return to accept them at a later date. When you take on a quest, your objective will usually be highlighted with a side quest waypoint marker (❗).

- In some instances, a party member (or temporary companion) may have something of interest to say. Whenever this occurs, a speech bubble will appear above their heads. Some of these conversations are entirely optional, and can be missed if you do not interact with them before advancing the story.

- When you approach an object that your party leader can interact with, a rotating circle and the "Examine" option will appear when you move within range. If an object can have a noteworthy effect (such as transporting you to a new destination), you will sometimes be given the option to cancel or confirm. Not all points of interest are tied to story or side quest progression; some interactive elements can simply enable you to view a brief optional cutscene or conversation.

SKIPPING CUTSCENES

While most players will want to see every last story development, there are instances (particularly after failing a difficult boss battle, or while replaying certain sections of the story) where the prospect of rewatching lengthy cinematic sequences can be a less-than-enticing prospect. To skip cutscenes, press START/▶ and then tap SELECT/◀.

SAVING

Final Fantasy XIII-2 employs an autosave system that automatically records your progress whenever you hit discrete story milestones, or when you travel between different locations in the game world. An orange circle appears in the top left-hand corner of the screen whenever the game is saving. You can manually save at almost any point via the Pause menu, but you cannot create new save files until you unlock the Historia Crux travel system early in the main storyline.

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Final Fantasy XIII-2 employs the same Active Time Battle (ATB) system as its predecessor, combining the tactical possibilities of a turn-based design with the tempo and visceral dynamic of an action game. One of its most noteworthy features is that you only have direct control over the current party leader during combat; your AI-guided partners will attack independently. You do, however, maintain a degree of influence over their behavior with the Paradigm system (see page 17).

The number of attacks and abilities at your disposal is extremely small when the story first begins, but you will acquire many more as your party gains in experience. To avoid potential spoilers, this section is designed to act only as a generalized introduction to key features of the battle system. We offer targeted guidance throughout the Walkthrough chapter, as and when you most need it, with further investigation and interpretation of the system available in the Strategy & Analysis chapter.

BATTLE MENU

05

Once a battle is underway and the ATB gauge begins to charge, the Battle Menu will appear (05).

BATTLE MENU

Auto-battle	Automatically stacks the most appropriate attacks or actions for the current target when selected.
Abilities	Enables you to choose abilities and attacks manually.
Items	Select this to use objects in the party's inventory.
Change Leader	Used to toggle between direct control of the two principal protagonists during combat.

The ATB gauge is separated into segments, each of which is "spent" individually. Most actions stacked via the (default) Auto-battle option or (optional) Abilities menu require a single segment of the ATB gauge, but some can demand two – or even more. Additional ATB gauge segments can be acquired as your characters grow in power during the course of the story. By pressing Ⓐ/Ⓨ when at least one section is full, you can launch an early (yet truncated) attack. This is useful for finishing off weakened opponents quickly, or for launching a tactically beneficial assault without delay. You can also cancel attacks by pressing Ⓞ/Ⓑ, which will preserve all remaining portions of the ATB gauge. This can be essential when a devastating attack leaves party members in urgent need of healing.

After selecting a menu option (and, with Abilities and Items, any subsequent choices in a sub-menu), you will usually be directed to pick a target – an opponent for any form of assault, or a party member for a healing or support action. Your default approach should (with relatively few exceptions) be to focus on one enemy at a time, usually moving from weakest to strongest foes unless the situation calls for a more advanced strategy.

- One of the first steps all players should take is to embrace the **Auto-battle** command. This entrusts the selection of individual attacks to the combat AI, which will generally pepper new enemies with a selection of different attacks until it identifies their strengths and weaknesses, at which point it will consistently exploit core vulnerabilities. Some players may recoil at the prospect of handing so much control of their tactics to the AI, but the sheer pace and volume of battles actually makes it a necessity. The Auto-battle command is consistently the most efficient way to defeat rank-and-file opponents.

- As a general rule, the **Abilities** menu is best used when you have a very specific plan of attack. This is especially useful against extremely tough opponents (especially bosses) if you have prior knowledge of a particular weakness, and wish to exploit it from the very beginning of a battle. It can be significantly more effective than Auto-battle in such situations. By holding Ⓛ/✥ with the Abilities option highlighted, you can select "Repeat" to instantly duplicate your previous set of commands. If you choose to primarily fight battles through the Abilities menu, note that the Default Battle Command option in the Settings menu enables you to toggle the default cursor location to Auto-battle or Abilities.

- The **Items** menu is unique in that using objects (for example, a Potion to heal the party) does not consume any part of your current ATB gauge – though, naturally, there is a brief delay as the ensuing action is performed. For this reason, it's usually prudent to access the menu straight after an attack sequence to make good use of time you might otherwise spend watching the ATB gauge fill.

- The **Change Leader** option is only of interest when you need to employ a very specific strategy, or to restore your previous leader after a KO during a protracted battle. We will return to this subject in the Walkthrough chapter.

HP, HEALING & GAME OVER

06

The HP gauges for all active party members appear in the bottom-right corner of the screen. These change in color from green to yellow as damage is sustained, and eventually switch to an urgent red when reduced to a critical level. You will also notice the introduction of an angry crimson hue to the display when a character's HP is dangerously low (06). During the early stages of the story, you should consider this visual effect to be your final prompt to visit the Items menu to use a Potion. Unless a battle is almost over, it's usually wise to heal your party while the bar is still yellow: try not to let them fall below 20%. You will acquire additional methods of healing (and many different ways to strengthen and enhance your party) as you progress through the story.

When a single party member is beaten into submission, you can either use a Phoenix Down via the Items menu to revive them if their presence is still required, or take a risk and attempt to finish the battle without them if you are fighting weaker opponents. Should both primary party members be incapacitated, you will be taken to the Game Over screen. Selecting "Retry" will return you to a checkpoint just prior to the combat encounter.

Should a battle go disastrously awry at an early stage, you can press START / ▶ and then select the Retry option. This acts in much the same way as a visit to the Game Over screen, restarting you at a checkpoint not too far away, and enables you to abandon a lost cause well in advance of an undignified defeat. However, note that if a battle begins with the Mog Clock timer expiring, the Pause menu Retry option will be unavailable.

All party members are automatically restored to full health once a battle ends. If you select the Retry option – either from the Game Over screen, or at the Pause menu – note that any consumable items used during that combat encounter will be restored to your inventory when you restart.

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ENEMY INTEL

Press R1/RB to view information on your opponents during battles; use R1/RB and L1/LB to cycle through the pages that appear for each individual assailant. Most fields will be blank on a first encounter, but additional data will appear during combat, and on subsequent meetings. It usually takes a minimum of three separate battles to build a fairly complete picture of a particular adversary's strengths, weaknesses and special attributes, though several may be required to reveal every last detail (07).

07

Much of the data obtained for each enemy concerns their susceptibility or capacity to withstand elemental forces (such as Ice and Fire) and status effects. This is vitally important, as actions chosen by the AI that controls your companions and the Auto-battle command (and indeed, all "auto" options for each role) are adjusted in accordance with the intelligence at your disposal.

If you have not discovered that a foe has a high resistance to (or, worse, absorbs) Wind-based damage, for example, all party members will be oblivious to this fact until they learn otherwise. Furthermore, even if you know that an enemy is vulnerable to Water attacks after referring to the Bestiary chapter or a walkthrough tip, your allies (and Auto-battle) will not exploit the weakness until it is exposed during a combat encounter. For this reason, early battles against new enemy varieties tend to be a little more difficult than those that follow.

For more dangerous opponents, such as major bosses, the disposable (yet fairly rare and expensive) Librascope item can enable you to instantly acquire information on an enemy's proficiencies and proclivities.

BATTLE RESULTS & SPOILS

Unless you are paying an unfortunate visit to the Game Over screen, each confrontation ends with a visit to the Battle Results (08) and Spoils pages.

08

Final Fantasy XIII-2 features a Score system for each encounter, with an accompanying star rating acting as the true measure of your performance. Your grade at the Battle Results screen is primarily determined by the speed at which

you slay aggressors. Beat opponents safely within the specified Target Time, and you can expect to obtain the full five stars. If you adopt an overly cautious strategy, or labor at length against stronger opponents, you might receive no stars at all.

There are three principal rewards for completing each battle: gil, Crystogen Points (or CP; used to "level up" your characters in the Crystarium once the feature has been unlocked), and the items you obtain at the Spoils page. While your haul of gil and Crystogen Points is determined solely by the varieties and number of enemies that you face, the objects you obtain at the Spoils page are influenced by your star rating. We unveil the secrets of the underlying system later in the Strategy & Analysis chapter.

Spoils obtained after combat in the early stages of the story will often include useful items such as Phoenix Down and Potions. You may even pick up an accessory or two – items that can be equipped to bestow special enhancements, resistances or automatic abilities.

ROLES & PARADIGMS

Each party member can fight in one of up to six roles, as detailed in the following table.

ROLES OVERVIEW

ROLE	OVERVIEW
Commando	The first of the two primary offensive roles. Commandos focus on physical attacks and non-elemental magic spells. As a general rule, Commandos inflict greater damage than Ravagers.
Ravager	The second primary offensive role. Ravagers employ a wide range of elemental magic and magic-infused physical attacks. They excel at raising Chain Bonuses for opponents (see page 18), increasing the damage inflicted with each subsequent attack. Ravagers are best equipped to exploit elemental vulnerabilities in the monsters you face.
Sentinel	Sentinels are the classic "tank" archetype, using their defensive bonuses and special abilities to attract enemy attention and survive the barrage of attacks that ensues. These "damage sponges" can withstand assaults that would immediately incapacitate party members in other roles.
Medic	Medics are healers who use magic to restore HP and remove deleterious status effects. They have no combat capabilities.
Synergist	The Synergist's job is to imbue party members with useful status enhancements that confer offensive and defensive bonuses – see page 19. They cannot attack enemies.
Saboteur	While Synergists cast status enhancements on your party to strengthen it, Saboteurs work to weaken your opponents by assailing them with status ailments. Spells employed by Saboteurs cause little damage, but this pales into insignificance when compared to the injuries that Commandos and Ravagers can inflict.

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Different configurations of character roles are known as **Paradigms**. Each of these has a distinct tactical purpose, from raw aggression to pure defense, with many different permutations that can be designed to suit the demands of specific battles. Paradigms are automatically assigned descriptive names that make them easy to identify.

One vitally important feature of the Paradigm system is that characters can only use abilities specific to their current assigned role. Press L1/LB during combat to bring up the Paradigm Deck, then make your selection with ⊗/Ⓐ to perform a Paradigm Shift (09). Your party leader and allies will automatically change their strategy in accordance with their new roles.

In the early stages of the story, you only have access to the Commando, Ravager and Sentinel roles, with a small selection of preconfigured Paradigms to choose from. In time, though, you will acquire all six roles and the ability to create your own Paradigms. We offer additional guidance and advice throughout the Walkthrough chapter, and a comprehensive breakdown of the Paradigm system (and the many useful strategies you can employ) in the Strategy & Analysis chapter.

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CHAINING BASICS

To maximize the damage your party inflicts and finish battles in a timely fashion, mastering the core tactics required to fill the **Chain Gauge** that appears for each enemy is one of the most important steps you will take while playing Final Fantasy XIII-2. The system may seem a little daunting at first, but rest assured: it soon becomes second nature.

The Chain Gauge appears in the top right-hand corner of the screen, and is accompanied by two percentages. The first is the **Chain Bonus**, which reveals the damage multiplier applied to all attacks made against the current target. If the Chain Bonus is at 200%, for example, each attack will inflict double the "standard" damage. Maintaining a sustained assault will enable you to constantly increase this total. If the Chain Gauge is emptied, however, the Chain Bonus is reset to the minimum 100% immediately.

The second percentage is the **Stagger Point** – the Chain Bonus percentage that must be reached for an opponent to be Staggered (10). **Staggering** an enemy can have different effects, depending on the opponent you face: they may be incapacitated, develop new weaknesses, or attack with less vigor. The one constant for *all* opponents is that Staggering them leads to an immediate Chain Bonus increase, with damage multiplier growth doubled until they recover. The Chain Bonus can be increased to a maximum 999% during a Stagger, though this is a rare occurrence until the later stages of the game. Once a Stagger period ends, the Chain Bonus is reset to 100%.

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All enemies have an attribute called Chain Resistance. The higher this value is, the more slowly the Chain Bonus will grow. Enemies with a high Chain Resistance can be difficult to Stagger – particularly if they also have a very high Stagger Point.

CHAINS AND ROLES

The Ravager, Commando, Saboteur and Sentinel roles all have a special relationship with the Chain Gauge and Chain Bonus.

- **Ravagers** fill the Chain Gauge and increase the Chain Bonus damage multiplier at a far greater rate than any other role. However, their attacks also increase the rate at which the Chain Gauge depletes. They generally have lower damage-dealing potential than Commandos in most battles.
- **Commandos** are ineffective at increasing the Chain Gauge or Chain Bonus, but their attacks slow the rate of Chain Gauge depletion. As a rule, they inflict more damage per hit than Ravagers – especially when an opponent has been Staggered.
- The abilities employed by **Saboteurs** slow the rate of Chain Gauge depletion, but also extend it more than a Commando's attacks. Indeed, they can be profitably employed alongside Ravagers as a replacement for Commandos to debilitate an adversary prior to Staggering them. This tactic is only appropriate for much stronger enemies, though, as Saboteur spells cause very little damage; an AI-controlled Saboteur will sometimes cease to act once all possible status ailments have been inflicted.
- **Sentinels** slow the rate of Chain Gauge depletion whenever they successfully use certain abilities (mainly Provoke, but also when landing counterattacks). However, they are notoriously unreliable as a sole means of maintaining the Chain Gauge.

Essentially, while Ravagers drive up the Chain Gauge and Chain Bonus at great speed, they cannot maintain it without the aid of a Commando or Saboteur. Similarly, the true damage-dealing prowess of the Commando cannot be realized without at least one Ravager present to drive up the Chain Bonus. This relationship between the two core offensive roles is the very foundation of the Final Fantasy XIII-2 combat system.

STATUS EFFECTS

The more dangerous opponents and party members employed in the Synergist and Saboteur roles can cast spells to cause status effects. These "buffs" and "debuffs" add another layer of strategic possibilities to combat, so it's important that you familiarize yourself with the basic concepts straightaway.

STATUS ENHANCEMENTS

Status enhancements (also called **buffs**) are beneficial conditions that improve the defensive or offensive prowess of the user – be that a party member or an enemy. They play a decisive role in determining the difficulty, duration and final outcome of the more demanding battles; put plainly, buffs enable your party to punch above its weight.

Status enhancements can be bestowed by a Synergist or by equipping certain accessories. Each buff has a specific purpose, such as increasing the user's physical strength, reducing magical damage, or heightening resistance to particular elemental attacks. Status enhancements can also be used to "cure" an opposing status ailment. There are instances where a capable Synergist will be more efficient at removing an unpleasant cocktail of debuffs than a Medic armed with the Esuna spell.

STATUS ENHANCEMENTS

ICON	STATUS ENHANCEMENT	EFFECT
	Haste	Increases the rate at which the ATB gauge fills. Most commonly seen by successfully achieving a Preemptive Strike.
	Bravery	Raises the target's Strength stat, increasing the damage inflicted by physical attacks.
	Faith	Raises the target's Magic stat, increasing the damage inflicted by magical attacks.
	Protect	Increases the target's resistance to physical attacks.
	Shell	Increases the target's resistance to magical attacks.
	Vigilance	Decreases target's odds of being interrupted. Reduces Wound damage – a new feature that we introduce in the Walkthrough chapter.
	Veil	Increases the target's resistance to status ailments.
	Enfire	Imbues physical attacks with the fire element.
	Enfrost	Imbues physical attacks with the ice element.
	Enthunder	Imbues physical attacks with the lightning element.
	Enaero	Imbues physical attacks with the wind element.

STATUS AILMENTS

Status ailments (also called **debuffs**) are debilitating conditions that can be inflicted on your party and enemies. They become a more prominent aspect of combat encounters as you progress through the story. Some adversaries (particularly major bosses) can prove difficult to beat unless you weaken them with debuffs.

Status ailments can only be cast by Saboteurs. As more powerful enemies may resist the majority of conditions, using the Librascope item to quickly determine their vulnerabilities can be hugely beneficial. What could be a long, protracted battle might become a formality the moment you hamper your opponent with the right debuff.

When your party is assailed by status ailments, you will need to quickly assess how dangerous they are. The Medic's Esuna ability is the most obvious solution, but – once again – it's important to note that a Synergist can be more efficient in cancelling multiple afflictions. Consumable items can be used to remove status ailments, though you will obviously need to have accumulated or purchased stocks of these beforehand.

STATUS AILMENTS

ICON	STATUS AILMENT	EFFECT
	Poison	Deals gradual damage until removed or the effect expires.
	Pain	Prevents the afflicted character or monster from using physical abilities.
	Fog	Disables magical abilities for the affected character or monster.
	Curse	Increases the chance that attacks will interrupt the use of abilities by the victim. This also heightens "Wound" damage.
	Deprotect	Reduces the target's resistance to physical attacks.
	Deshell	Reduces the target's resistance to magical attacks.
	Imperil	Reduces the target's resistance to elemental attacks.
	Debrave	Diminishes the victim's Strength stat.
	Defaith	Diminishes the victim's Magic stat.
	Slow	Reduces the rate at which the target's ATB gauge replenishes.
	Daze	Stuns the target and increases the damage they sustain through attacks.
	Wound	Reduces the target's maximum HP for the duration of the battle.
	Doom	Starts a countdown for the afflicted character. Once this expires, they die immediately. Cannot be dispelled or removed; only used by a handful of enemies.

ELEMENTS

All attacks in Final Fantasy XIII-2 are either physical or magical in nature. Both attack types can be imbued with an element from a subset of four elemental characteristics. All physical and magical attacks are therefore either elemental or non-elemental.

DAMAGE TYPES & ELEMENTS

ICON	REPRESENTS
	Physical
	Magic
	Fire
	Ice
	Lightning
	Wind

Each enemy has a set of affinities, which determine the amount of damage they sustain from attacks.

DAMAGE AFFINITIES

DESCRIPTION	DAMAGE MODIFIER
Normal	x1 (standard damage)
Weakness	x2 (200% damage)
Halved	x0.5 (50% damage inflicted)
Resistant	x0.1 (10% damage inflicted)
Immune	x0 (damage Blocked)
Absorbed	Attacks heal opponent (30% of the usual damage)

The Auto-battle AI will seek to punish opponents by favoring attacks that target their weaknesses once they have been identified. You can equip accessories on party members to increase their resistance to particular elements, though this is far from mandatory, and tends not to be of great use until much later in the story.

CRYSTARIUM & CHARACTER PROGRESSION

Winning battles in Final Fantasy XIII-2 leads to the award of Crystogen Points, often abbreviated as CP. Once you unlock the Crystarium feature at an early story milestone, you can invest Crystogen Points to advance your characters in the roles of your choosing. This enables you to unlock new abilities, and also leads to gradual increases in each individual's HP, Strength and Magic stats.

The Crystogen Points total specified after the conclusion of a successful battle is the sum awarded to both primary party members. While you can also accumulate CP by hitting main story milestones, completing side quests, and by collecting objects known as Fragments, combat encounters are by far the most profitable way to advance your party. As a general rule, you will acquire sufficient CP to maintain a balanced party if you diligently fight all battles that your party can conceivably win. A little power-leveling, though, can enable you to leap ahead of the difficulty curve for a particular area, making many fights far less difficult or time-consuming. You will find tips on suitable locations to farm CP (and other rewards) throughout the Walkthrough chapter.

Though there is technically no right or wrong way to spend CP at the Crystarium, players will definitely benefit by upgrading all characters with a long-term strategy in mind. The Crystarium is divided into tiers. Once you have spent CP to unlock all nodes in a tier, you are given the option to pick a bonus as you move onto the next level. This can be used to unlock a new role for a character (Medic, Saboteur or Synergist), pick a Role Bonus (which increases a character's efficiency in a role), expand the ATB gauge by one segment, or increase their ability to equip accessories. While you can upgrade your characters in any fashion you like, there is an optimal path to maximum growth that complements the demands of the main story and side quests. We'll tell you more about this in the Walkthrough and Strategy & Analysis chapters.

INVENTORY & GIL

You can obtain gil (the primary currency in the Final Fantasy universe) and a vast range of items by successfully completing battles, opening treasure spheres and boxes, or by completing set objectives. In time, you will meet an unusual individual named Chocolina (📷 11), who acts as the vendor of goods throughout the story. She sells a range of items that expands as you advance through the central narrative, and will also purchase many items that your party has no need for.

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Visit the Main Menu and select Inventory to study your current possessions, or the Equipment menu to select (and examine) weapons and accessories.

- **Key Items** are objects related to main story progression or side quests. These will accumulate in your inventory during the course of the game, and are "used" automatically when required. Key Items cannot be sold or manually discarded.
- **Items** are single-use objects that can be employed during battles to restore HP (Potion, Elixir), revive stricken party members (Phoenix Down, Phoenix Blood), remove status ailments (Remedy, Antidote, et al) and identify enemy weaknesses (Librascope). They have no application outside of combat, but can be sold for a profit if you accumulate a large surplus. You can carry a maximum of 99 items in a single category at a time; any others that you acquire at that point are automatically discarded.
- Only your two principal characters use **Weapons**. Though they start the adventure with default equipment, you can later purchase or collect superior blades and bows that enhance their Magic and Strength stats, and can offer Passive Abilities that contribute a boost to combat prowess. We will guide you on the optimum loadout at different points in the story throughout the Walkthrough chapter.
- **Accessories** are special items that your characters can equip to gain new Passive Abilities. However, their ability to wear accessories is limited by the new Capacity system. Each accessory, from a humble Iron Bangle to the specialized Durable Grimoire Hat, has an attendant Capacity cost. Both characters begin with a maximum Capacity of 50, though this can be increased to 100 via Crystarium progression.
- **Components** are items dropped by particular monsters that enable you to purchase special upgraded weapons or accessories. We will return to this subject later in the guide – it's not a concern until you are approximately one third of the way through the main story.

There are a variety of other inventory items that you will encounter during the adventure. We will introduce these as applicable in the walkthrough, and offer a comprehensive rundown of every last collectible object – and their attributes – in the Inventory chapter.

FFXIII: STORY RECAP

In Final Fantasy XIII, the vast majority of mankind lives on Cocoon under the protection of mechanistic, almost godlike entities known as the fal'Cie. The giant "lowerworld" over which Cocoon floats, Gran Pulse, is believed to be a land both hostile and effectively uninhabitable.

One day, on Cocoon, a Pulse fal'Cie – that is, a fal'Cie native to Gran Pulse, not Cocoon, and therefore presumed to be dangerous, even explicitly nefarious in intent – is uncovered in the seaside settlement of Bodhum. At the same time, a young resident named Serah Farron is branded with the mark of a l'Cie – the name for humans "chosen" by fal'Cie to achieve a "Focus", or special task. Somewhere nearby, two individuals called Fang and Vanille awake from a crystal stasis spanning hundreds of years.

Cocoon's governing body, known as the Sanctum, announces that all residents of Bodhum are now "contaminated". The Purge is enacted – a Sanctum initiative designed to protect the stability of Cocoon by forcing civilians potentially corrupted by the Pulse fal'Cie to relocate to Gran Pulse. However, the resettlement is simply a facade to conceal the massacre that ensues. The government's true goal is the brutal extermination of all possible threats to Cocoon's society (and, it could be argued, the Sanctum's continued hegemony).

Having discovered the horrific truth, five individuals named Lightning (Serah's sister), Sazh (a father attempting to save his son, recently branded as a l'Cie), Snow (Serah's fiancé), Vanille (the l'Cie recently released from crystal stasis) and Hope (a young man visiting Bodhum with his mother, unlucky to be caught up in the chaos) all take steps to oppose the Purge, though at first for different reasons. They are united, albeit indirectly, during the separate attempts by Lightning and Snow to rescue Serah. When the five encounter the young girl, however, she is turned into crystal: the destiny of all l'Cie who complete their Focus.

After playing their part in the destruction of the Pulse fal'Cie in Bodhum, the group awakens, each one of them now bearing a mark of alien design on their bodies. This signifies their servitude to a fal'Cie and the "gift" of magical power; it is the brand of a cursed l'Cie. They must now complete their assigned Focus if they are to avoid becoming monstrous, mindless, shambling Cie'th (the fate of all l'Cie who fail to fulfill their assigned task), though none can say for sure what their mission actually entails. Their only clue is a vision they all witnessed of a great beast laying waste to Cocoon: Ragnarok.

Though they all react differently and initially split up with seemingly irreconcilable goals, the five l'Cie – soon joined by Fang – eventually regroup and set aside their differences. The six companions fight their way through the Sanctum flagship and come face-to-face with the Primarch, supreme representative of the Sanctum. The Primarch, who they thought to be human, is actually a powerful fal'Cie by the name of Barthandelus. Shockingly, the fal'Cie reveals that their Focus isn't to protect Cocoon, as they had come to assume, but quite the opposite: to *destroy* it. Barthandelus guides them to a hidden structure of Pulse origin hidden beneath the capital of Cocoon – the Fifth Ark – and then to the surface of Gran Pulse.

Seeking for a way to overcome their cruel fate, the six l'Cie scour the lowerworld and travel to Oerba, Fang and Vanille's long-deserted hometown. There they uncover an ancient prophecy that relates how, as l'Cie, Fang and Vanille transformed into Ragnarok and attacked Cocoon several centuries before. It also speaks of how they entered into crystal stasis, and later awoke, once again compelled by their Focus (though against their will) to destroy Cocoon and send it crashing into Gran Pulse.

It soon appears that the six l'Cie cannot seem to find a solution to their predicament. Either they refuse to fight, and then Cocoon will fall; or they attempt to kill Orphan, the fal'Cie that lies at the center of Eden...but this too would lead to the destruction of Cocoon, causing it to plummet into Gran Pulse. Battling their way through the streets of Eden, the six companions resolve to confront Barthandelus, the mastermind behind all that has transpired.

Lightning and her friends claim victory over the mighty Barthandelus, but in doing so awaken Orphan – the fal'Cie who keeps Cocoon aloft. Through the sheer force of the belief that they can escape their fate as l'Cie, they achieve the impossible and defeat it. At the moment of the fal'Cie's death, Cocoon begins to fall towards Gran Pulse. Fang and Vanille awaken the power within them and undergo a transformation into a colossal crystal pillar that halts the fall of Cocoon, holding it in place. Serah is freed from her crystal stasis and, standing at the base of Fang and Vanille's great sacrifice, is greeted by her friends and smiling sister. Or so it was *meant* to be...

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LIGHTNING

Lightning is Serah's older sister. Three years ago, a Pulse fal'Cie gave her a Focus – an order to destroy Cocoon. Alongside her companions, she resisted her assigned fate and protected her floating home, saving millions of lives.

Shortly after the events of Final Fantasy XIII, Lightning disappeared. Many believed that she gave her life in return for Cocoon's salvation, or that she was trapped in the crystal pillar with Fang and Vanille. Serah, however, has a clear recollection of seeing her in the aftermath of The Fall – and firmly believes that Lightning is still alive.

Lightning

SERAH FARRON

Serah is Lightning's younger sister. Three years ago, in Final Fantasy XIII, she unwittingly became a l'Cie and then entered into crystal stasis after completing her Focus: bringing together the six l'Cie who were destined to destroy Cocoon, though they were in fact to become its saviors.

Serah cannot accept the fact that Lightning has inexplicably disappeared. She left her home on Cocoon and currently works as a teacher in the Gran Pulse town of New Bodhum. Serah is engaged to the NORA leader, Snow, but current circumstances prevent them from being together.

Snow Villiers

SNOW VILLIERS

Snow is Serah's fiancé and a former l'Cie. Three years ago, he gained Lightning's trust and a (perhaps slightly grudging) acceptance of his engagement to her younger sister when he fought alongside her to save both Serah and Cocoon. After the catastrophe, he left on a journey to find Serah's missing sister. The determined NORA leader has vowed not to return until he has found Lightning.

Serah Farron

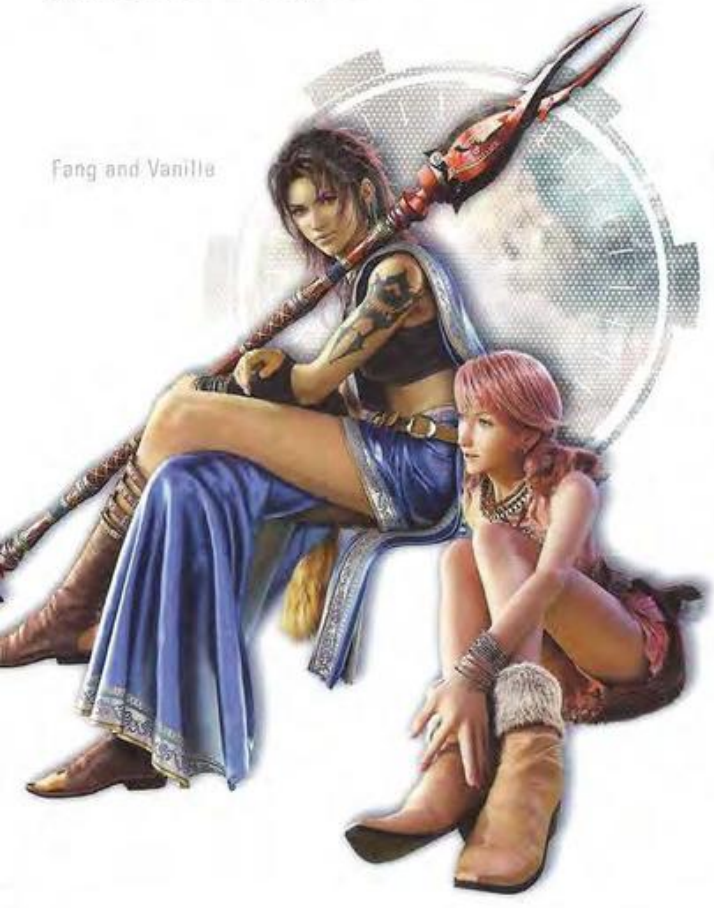
Hope Estheim

FANG AND VANILLE

500 years before the events of Final Fantasy XIII, Fang and Vanille – residents of Oerba on Gran Pulse – were conscripted as l'Cie and magically transformed into the terrifying Ragnarok, which subsequently attempted to destroy Cocoon. Though the monster did not succeed, the damage Ragnarok wrought at the time has never been repaired. It created the area known as the Hanging Edge. When Cocoon is viewed from Gran Pulse, this wound to its outer rim – and the constant rain of debris from the rift – remains visible.

Though Fang and Vanille failed in their apparent Focus – which would usually lead to a transformation into an abominable Cie'th – they were placed in crystal stasis aboard a Pulse fal'Cie hidden in ruins near Bodhum on Cocoon. The catastrophe that occurred centuries later was set in motion when the two friends awoke.

After meeting with Lightning, Snow and the other companions, Fang and Vanille decided to fight for the home of their new friends. After the climactic confrontation with Orphan, they both joined their efforts and unleashed their inner power to create a massive crystal pillar rooted deep in the crust of Gran Pulse to support the whole of Cocoon. Though encased in their own creation, their sacrifice was not in vain. Cocoon was saved, while all l'Cie turned to crystal were set free – including Serah.



Fang and Vanille

HOPE ESTHEIM

Residents of Palumpolum, Hope and his mother visited Bodhum three years ago to view the famous local fireworks display. That same night, soldiers discovered the Pulse fal'Cie hidden beneath the town. The following day, the Sanctum sealed off the entire district. Trapped by the quarantine and unable to return home, mother and son were forced to join the other victims of the Purge.

Though he lost his mother, and long harbored a murderous resentment against Snow – whom he believed to be directly responsible for her death – Hope played a vital role in saving Cocoon.

Sazh Katzroy

SAZH KATZROY

Three years ago, Sazh, a top-class pilot, came to Bodhum to show his son a Sanctum fal'Cie. By an unfortunate turn of events, his son, Dajh, was turned into a l'Cie. It was during an attempt to save him that Sazh became one of the l'Cie later responsible for protecting Cocoon. It has been reported that he and his son disappeared shortly after the crystal pillar first appeared.

NORA

NORA is a vigilante group from the Cocoon town of Bodhum. As far as Lightning was concerned, NORA's actions – hunting down weak monsters and acting like heroes – were reckless and irresponsible. Snow, their leader, would later prove his genuine worth by being a part of the group who prevented Cocoon from crashing into Gran Pulse.

The remaining NORA members went on to found the settlement of New Bodhum in the harsh environment of Gran Pulse. These include Gadot, Yuj, Maqui and Lebreau.

COCOON AND GRAN PULSE

Cocoon is a satellite, an artificial moon, completely enclosed and suspended just a short distance above the vast steppes of the untamed lowerworld of Gran Pulse. Constructed and set in the sky by the incomprehensibly puissant fal'Cie, this futuristic realm was once home to several million inhabitants. After the events of Final Fantasy XIII, however, the shell rests on an immense crystal pillar, bereft of the power that once kept it aloft.

Gran Pulse is an unforgiving wilderness infested with predatory monsters. It features locations such as Oerba and the Archylte Steppe. This world once boasted a civilization that stood in conflict with Cocoon, but traces of its culture now exist only in ruins. Fang and Vanille, who are suspended in the crystal pillar that maintains Cocoon in the sky, were residents of Oerba 500 years before the events of Final Fantasy XIII.

After the catastrophe and the last-minute salvation of Cocoon by Fang and Vanille, the populace began to leave the deteriorating floating shell to create settlements on Gran Pulse. New Bodhum is one of these new towns.

THE AF CALENDAR

After the fall of Cocoon and the creation of the crystal pillar, it was decided that the calendar would be reset. A new age began from that day forth, with each subsequent year marked by the letters AF, or "After the Fall".

The events of Final Fantasy XIII-2 begin in 003 AF: three years after the end of Final Fantasy XIII's storyline.

FAL'CIE, L'CIE AND CIE'TH

The fal'Cie are sentient yet decidedly otherworldly and inscrutable entities that fulfill a wide variety of roles, from governance to essential maintenance. The fal'Cie are often mechanistic in appearance, with the most powerful regarded as being almost akin to gods. Records indicate that there may have been as many as eight million fal'Cie on Cocoon at one point, all doing their part in the daily functions of the society – even down to tasks as trivial as controlling a sliding door.

Creatures of purpose, the most potent fal'Cie have the power to bind humans to a task. Such humans are dubbed "l'Cie", and the duty given is called a Focus. The l'Cie who fail irredeemably or entirely reject their Focus face a terrible fate: they become Cie'th. These monsters were all once human beings, bound to a task that they could not or did not wish to achieve, and their monstrous mutation into life-hating beasts of spite and hatred is their punishment for failure.

Even those who fulfill their Focus are not free to return to their previous lives. The so-called reward for completing a Focus is a transformation that results in crystal stasis.

WALKTHROUGH

Focusing almost exclusively on activities required to advance the core storyline of Final Fantasy XIII-2, this Walkthrough chapter plots a direct route from the start of the adventure to its conclusion. Readers who wish to complete the many possible optional pursuits and create a powerful, well-travelled party should use it in conjunction with the companion **Completion Timeline** and **Tour Guide** chapters for best effect.

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NEW BODHUM (003 AF)

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1 After the opening cinematics, you can take a tutorial that introduces the fundamentals of the FFXIII-2 combat system as Lightning engages Chaos Behemoth in the first of two separate battles. These fights do not demand any degree of tactical finesse, so you can safely select Auto-battle and admire the scenery.

Serah begins in the NORA House. There is nothing to do here right now, so open the door and use ○/● to loop over obstacles (R3 ↑) as you head for the waypoint marker at the exit. After another cutscene, you must engage in a short fight once again, select Auto-battle. Your next task is to defeat all monsters on the beach in four separate confrontations. To initiate hostilities, simply walk into the Nabtrons and Mooneltons fighting the New Bodhum residents. The Mooneltons to the left of Serah offers a tutorial on the Paradigm Shift system. If you are not familiar with Final Fantasy XIII, we suggest that you accept the opportunity. You can also learn about Paradigms (and the connected roles concept) by reading the section that begins on page 17 of the Primer chapter.

To win the battles in the Town Square area with ease, simply press R3/L3 and switch to the Slash & Burn Paradigm at the start of each fight, then let the Auto-battle function do the rest of the work.

2 Your next objective is to investigate the impact site in the far north of the map. You can speak to New Bodhum residents with speech bubble icons above their heads before you set out, but there's nothing else to do in the Town Square for the time being. Head to the north to speak with Noel in the Boardfront area. This conversation is followed by an introduction to the Mog Clock system. You can find further information on this core component of combat in Final Fantasy XIII-2 on page 11 of the Primer chapter.

Once the battle is over, run up the wooden path, then the natural rock ramp that follows (R3 ↑). Whenever you see a small blue circle on the path, this indicates that Serah and Noel can make a special jump to reach a higher or lower elevation. You will now regularly encounter enemies as you travel to the waypoint marker. When you fight groups of Nabtrons or Spiracciliars, stick to the Double Trouble Paradigm for short battle times; for all other enemy types (particularly the Pulsework Soldier), switch to Slash & Burn. When you reach a fork in the path, head left and span the treasure sphere to obtain the Map of New Bodhum – see "Maps" on the page to your right for more information. From this point, you can simply follow Noel to reach your destination. Fight any enemies that appear, but otherwise take the most direct route to the waypoint until you trigger a boss battle.

3 As soon as the confrontation with **Gogmagog** begins (R3 ↑), switch to the Slash & Burn Paradigm to drive up the monster's Chaos Gauge and inflict maximum damage. You can reduce the injuries that Serah and Noel sustain by performing a temporary Paradigm Shift to the ultra-defensive Twin Shields Paradigm whenever you are notified that Gogmagog is primed to launch its powerful Dvalin attack. However, as you should have at least a few Potions in your inventory, you can alternatively stick to the more aggressive Paradigm and heal via the Items menu whenever your party's HP gauges fall below the 50% mark.

The battle is followed by the award of Gogmagog Fragments Alpha (see "Fragments" below). Approach the object at the center of the crater and press ⊗/● to interact with it.

FRAGMENTS

The collection of Fragments is arguably the true measure of your progress in Final Fantasy XIII-2. There are 160 to collect in total, spread across every location that you can visit. The accumulation of Fragments is covered in great depth in the Tour Guide chapter. As a rule, we only mention them in the walkthrough if they lie directly in your path, or are given as rewards for hitting milestones in the main narrative.

- Fragments can be obtained through core story progression, as rewards for completing side quests and optional tasks, and occasionally as collectibles placed (though usually hidden) in a particular location. Whenever you accept a side quest or receive a main story objective that concerns the acquisition of a Fragment, a new entry appears in the Fragments menu. This features a short description of your task, and a small screenshot that offers a visual clue – usually a view of a location where an object (potentially the Fragment itself) or a relevant point of interactivity can be found.
- Picking up a Fragment leads to an additional reward of Cryptogen Points. Many Fragments cannot be collected until you reach set progression benchmarks, acquire new abilities, or advance your party to an appropriate level of strength to complete a connected challenge. There are a number that cannot be unlocked until you have finished the main storyline. You can use the Completion Timeline and Tour Guide chapters to plan an efficient path to 100% completion.

LIVE TRIGGERS

Live Triggers are special events that occur during conversations or cutscenes where you have the opportunity to select one of up to four different responses. In most instances, your choice will influence the dialogue that ensues immediately afterwards. There are also periodic Live Trigger Rewards, where you receive items based on your decisions in regard Live Trigger events. These can either appear in a treasure box that materializes once you reach a specific point in the story, or may be awarded automatically when you leave an area to travel to a new destination.

Some Live Trigger moments will be related if you fail to speak to a particular individual or the appropriate juncture; others may be bypassed entirely if you skip certain cutscenes. You can find a list of all Live Trigger opportunities – and the rewards you can potentially obtain – on page 298.

MAPS

Almost every location in FFXIII-2 has a map that can be acquired by opening a particular treasure container, speaking to an NPC or completing a story requirement. However, it may not be possible to visit all areas in a location until you complete certain objectives or even acquire new abilities. New Bodhum, for example, cannot be fully explored until you reach the first stages of the main storyline objectives in the region.

B

C

D

E

Before you continue, take a few moments to familiarize yourself with the structure and systems used in the Walkthrough chapter.

A **Main walkthrough:** These numbered sections have been written to provide a balanced range of step-by-step instructions and tips to complete the main storyline while minimizing the amount of time you spend travelling back and forth between locations. By avoiding extraneous or unnecessary details, we aim to offer players concise guidance that won't spoil set-pieces or gameplay surprises. For ease of reference, all maps (including details on collectible items and monsters) can be found in the Tour Guide chapter.

B **New features, tactics and points of interest:** Throughout the Walkthrough, you will find that we will offer additional advice on subjects or features pertinent to your current position in the storyline. These asides usually appear on the right-hand page of each double-page spread. For example, whenever you acquire an ability or encounter something new within the game world, we offer an appropriate selection of insights, advice and trivia to help you master or understand it, or provide a page reference to a complete overview elsewhere in the guide.

C **Completion Timeline chapter (page 68):** Bridging the gap between the story-focused Walkthrough chapter and the information-rich Tour Guide, the Completion Timeline chapter offers a concise visual guide to 100% completion.

D **Tour Guide chapter (page 80):** The Tour Guide covers each game location in every time period, complementing the Walkthrough chapter by examining all optional activities available there: from side quests to minigames, maps to treasure sphere contents, power-leveling opportunities to rare monsters. It can be used in conjunction with the Walkthrough to reach 100% completion, or as a stand-alone source of reference.

E **Primer chapter (page 6):** The majority of game features that are inherited from Final Fantasy XIII (or are available during the opening hours of play) are introduced in the Primer chapter. If you are unfamiliar with the Final Fantasy XIII universe, you may want to make this your first port of call.

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EPISODE 3: PART 1
EPISODE 3: PART 2
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EPISODE 5
FINAL EPISODE

CHAPTER INTERACTIONS

Final Fantasy XIII-2 is a vast, open-ended RPG where no two players might approach its many challenges in quite the same order or fashion. The purpose of the Walkthrough chapter is simply to chart an easy-to-follow course from the start of the story to its denouement for those who are most interested in FFXIII-2's narrative. It presents a "realistic" first playthrough, covering all main story tasks and the strategies you need to overcome individual challenges, but is by no means the "optimal" path in terms of rewards or experiences.

To get the most out of your first run through the story, we strongly advise that you regularly use the Tour Guide chapter to explore new areas, advance your party, and enjoy secondary plotlines that are only loosely connected to the main story. This, for us, is the best way to experience FFXIII-2. You should also note that it is easy to replay individual sections of the story whenever you like, which means there is never really a "wrong" way to approach an objective – just different ways.

NEW BODHUM (003 AF)

Tour Guide: See page 84

1 After the opening cinematics, you can take a tutorial that introduces the fundamentals of the FFXIII-2 combat system as Lightning engages Chaos Bahamut in the first of two separate battles. These fights do not demand any degree of tactical finesse, so you can safely select Auto-battle and admire the scenery.

Serah begins in the NORA House. There is nothing to do here right now, so open the door and use ○/Ⓑ to leap over obstacles (📷 01) as you head for the waypoint marker at the exit. After another cutscene, you must engage in a short fight: once again, select Auto-battle. Your next task is to defeat all monsters on the beach in four separate confrontations. To initiate hostilities, simply walk into the Nektons and Meonektons fighting the New Bodhum residents. The Meonekton to the left of Serah offers a tutorial on the Paradigm Shift system. If you are not familiar with Final Fantasy XIII, we suggest that you accept the opportunity. You can also learn about Paradigms (and the connected roles concept) by reading the section that begins on page 17 of the Primer chapter.

To win the battles in the Town Square area with ease, simply press L1/LB and switch to the Slash & Burn Paradigm at the start of each fight, then let the Auto-battle function do the rest of the work.

2 Your next objective is to investigate the impact site in the far north of the map. You can speak to New Bodhum residents with speech bubble icons above their heads before you set out, but there's nothing else to do in the Town Square for the time being. Head to the north to speak with Noel in the Beachfront area. This conversation is followed by an introduction to the Mog Clock system. You can find further information on this core component of combat in Final Fantasy XIII-2 on page 11 of the Primer chapter.

Once the battle is over, run up the wooden path, then the natural rock ramp that follows (📷 02). Whenever you see a small blue circle on the path, this indicates that Serah and Noel can make a special jump to reach a higher or lower elevation. You will now regularly encounter enemies as you travel to the waypoint marker. When you fight groups of Nektons or Spiceacilians, stick to the Double Trouble Paradigm for short battle times; for all other enemy types (particularly the Pulsework Soldier), switch to Slash & Burn. When you reach a fork in the path, head left and open the treasure sphere to obtain the Map of New Bodhum – see "Maps" on the page to your right for more information. From this point, you can simply follow Noel to reach your destination. Fight any enemies that appear, but otherwise take the most direct route to the waypoint until you trigger a boss battle.

01

02

3 As soon as the confrontation with **Gogmagog** begins (📷 03), switch to the Slash & Burn Paradigm to drive up the monster's Chain Gauge and inflict maximum damage. You can reduce the injuries that Serah and Noel sustain by performing a temporary Paradigm Shift to the ultra-defensive Twin Shields Paradigm whenever you are notified that Gogmagog is poised to launch its powerful Swipe attack. However, as you should have at least a few Potions in your inventory, you can alternatively stick to the more aggressive Paradigm and heal via the Items menu whenever your party's HP gauges fall below the 50% mark.

The battle is followed by the award of Gogmagog Fragment Alpha (see "Fragments" below). Approach the object at the center of the crater and press ⊗/Ⓐ to interact with it.

03

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MAPS

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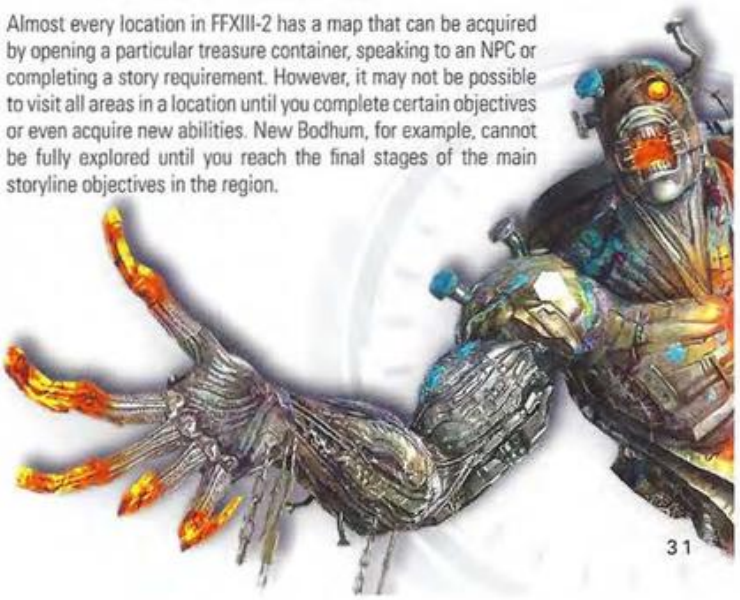


4 Once the cinematics end, you restart in the NORA House. Even though you can now create your own Paradigms, the default Double Trouble and Slash & Burn options will be more than sufficient until you leave New Bodhum. You should, however, visit the Crystarium immediately to advance Serah and Noel: see the page to your right for advice.

Open the treasure box that appears to claim your Live Trigger Reward before you move to the waypoint. Once you regain control of your character outside, you can speak with any New Bodhum residents marked with speech bubbles. Most of these provide ambient conversations, but there are two particular points of interest. Talking to Lebreau outside the NORA House will provide a quick recap of events that happened after the end of Final Fantasy XIII. You can also speak to Nell in the northeast of the Town Square area to begin the Heart Prism side quest (📷 04) – see the Tour Guide chapter for all details on side quests.

04

5 Approach the rocks highlighted by a waypoint marker in the north of the Town Square area, then examine them to obtain the Lightning's Knife key item and begin a cutscene. When this ends, head to the south and examine the cat when Mog reacts. Once the chase begins, follow Mog until the cat runs behind the huts (📷 05), then press ⊗/Ⓐ to interact with the feline as she passes by.

Once you have caught the cat, approach the group of children standing southeast of the NORA House and speak with the boy with a speech bubble above his head. When the cinematic ends, chase him through the Beachfront zone until you can catch him in the Winding Way area; tap ⊗/Ⓐ to initiate a conversation when you move within range.

When Serah speaks with the boy, a special Live Trigger conversation will begin. This one enables you to choose answers until you pick the correct option. When the conversation ends, you obtain the Snow's Necklace key item. Look to the east for a blue circle that indicates a shortcut back to the lower level and return to the Town Square area; you can speak to Noel for an optional conversation and Live Trigger during the journey.

05

6 Enter the NORA House and head to Serah's bedroom. Examine the mirror; when the cinematic ends, you receive the Giant's Artefact – the item you will need to activate the Gate at the Meteorite Impact Site. A treasure box will appear opposite the mirror; this contains your reward for your recent Live Trigger choices. Leave the building, then head for the waypoint in the Meteorite Impact Site zone. You can now take the path on the east side of the map (the Tidal Shallows area) as both a shortcut and an opportunity to collect previously inaccessible treasure spheres (📷 06). The first of these contains an Iron Bangle, an accessory that increases HP by 10%. We advise you to equip this on Serah.

Spend your accumulated Crystogen Points before you reach the Meteorite Impact Site, as **Gogmagog** will attack once again when you approach the area. This time, the monster will employ the Causality Barrier ability to significantly reduce its susceptibility to both magical and physical damage. Use the Slash & Burn Paradigm to rapidly drive up the Chain Gauge; Staggering the abomination will remove its shield and enable you to end the battle swiftly. If you have fought a number of enemies, you should be able to end the confrontation within the first Stagger. You can also use Potions to heal when required rather than drawing out the confrontation by employing Sentinel-based strategies. You will obtain Gogmagog Fragment Beta when the battle ends. Approach and interact with the Gate in the Meteorite Impact Site to visit the Historia Crux for the first time.

06

USING THE CRYSTARIUM

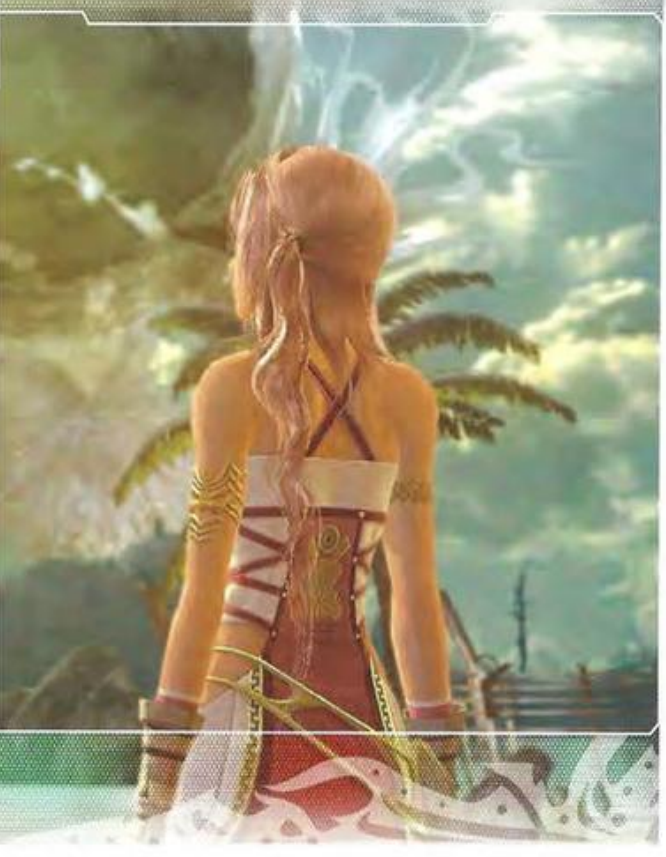
Once you defeat Gogmagog for the first time, you unlock the ability to visit the Crystarium to invest the Crystogen Points (or "CP") that you acquire through combat and by completing story and side quest objectives. This topic is far too large to cover here in any great depth, so we strongly recommend that you immediately visit page 208 of the Strategy & Analysis chapter where you will, among many other things, find...

- Information on how to maximize your party's potential growth. If you would like to advance Serah and Noel in the most productive manner possible, we suggest that you digest this section before you spend a single point.
- The optimum order in which to unlock new roles, Role Bonuses, ATB gauge segments and other perks available at each Crystarium Expansion milestone.
- Diagrams that illustrate the growth of Serah and Noel in all six roles.

As a very general rule, we recommend that you aim to achieve one Crystarium Expansion for Serah and Noel per main story destination visited. This should make them powerful enough to beat all generic enemies with relative ease, and remove the need for slower, more technical strategies in boss fights.

SPOILS & TREASURE CONTAINERS

At the conclusion of every battle your party will regularly obtain **Spoils**, items dropped by opponents and transferred directly to your inventory when you leave the post-combat information screens. Almost every monster has a *common drop* and a *rare drop*. You can increase the number of either item type that you obtain by securing a perfect five-star rating for each battle (see page 16 for details). This usually requires the use of a Paradigm focused on raw aggression to win each combat encounter at great speed. Your ability to maximize the rewards you obtain is also linked to the relative strength of your party: if you struggle to hit four- or five-star ratings in standard combat exchanges, it's usually an indication that your party is somewhat underpowered.



As we explain in the Primer chapter (see page 12), you can also collect items from **treasure spheres** and **treasure boxes**. Their contents are generally useful, but often far from remarkable. It is the cumulative effect of diligently looting every container that makes a difference, as the sum total of all objects found in an area often represents a fairly gradual expansion of the resources at your disposal. The Tour Guide chapter not only contains annotated maps that illustrate the positions of all containers, but also documents interesting rewards that you can harvest from the opponents you encounter.

CHOCOBOS

After the second Gogmagog battle, a pop-up Primer on Chocobos will appear. Riding Chocobos enables you to move rapidly through an area, and completely eliminates the threat of encountering any monsters as you travel. Hiring these iconic steeds costs one Gysahl Green per ride.

- Your current stock of Gysahl Greens will appear on-screen every time you approach a Chocobo. Gysahl Greens can be acquired by opening treasure spheres (there's one just inside the Meteorite Impact Site area), or purchased from shops later in the story.
- Chocobos appear in fixed positions on maps once unlocked, which usually occurs after you complete a critical story objective; they are represented by feather icons ( ). Once you have ridden a Chocobo, it will continue to follow you around the area until you leave.
- You can open treasure spheres and boxes, speak with NPCs and examine other points of interactivity while riding. Mog can still detect potential treasures or points of interests, but your increased movement speed makes it less likely.
- Like many NPCs, Chocobos that you are not riding will run to "fight" monsters when they appear. This can slow the advance of enemies or even stop them entirely, making it easier to move the Encounter Circle away from them before the Mog Clock runs down.

BRESHA RUINS (005 AF)

Tour Guide: See page 86

1 After the opening cinematic, you jump straight into a fight against **Paradox Alpha**. Switch to Slash & Burn immediately to increase the damage that you inflict to the entity. This boss battle features two breaks for Cinematic Action sequences (01). The first has one input (L), while the one that follows has three triggers (L, L, ⊗/A). The second will automatically Stagger your colossal opponent. Switch to the Double Trouble Paradigm at this point to cut the battle short. When the closing cutscene begins, be careful not to put the pad down, as there is one final Cinematic Action: press A/Y rapidly to fill the circle.

01

2 When the boss battle ends, walk with your captors until you reach the Captain with a speech bubble above his head; speak to him to advance the story (02). In the cell, talk with Noel and the guard outside. After Alyssa arrives, speak to the guard again to secure your release. Follow Alyssa and speak to her until you obtain the Academy Communicator and the Map of the Bresha Ruins.

At this point, a Primer for the Change Leader option will appear. Only Serah and Noel can act as party leader, with your choice primarily a matter of personal preference. However, it can on occasion be useful to switch leaders to get the most out of a particular Paradigm setup. For example, there may be times when you need to adopt a less dramatic role (such as Medic) to ensure that abilities are used with maximum efficiency during a tough battle. Your party leader is changed automatically if your current leader is knocked out during a fight. After reviving either Serah or Noel, you can restore your previous leader immediately with the Change Leader option in the Battle Menu.

02

3 Visit Chocolina's Shop (see below) in the Excavation Site area. Purchase the Meteorblaze and Howling Soul weapons, then equip them on Serah and Noel respectively to boost their effectiveness in battles by a small but currently significant degree. If you are short on funds, there are treasure spheres in the area that can be opened to obtain the necessary gil.

Head up the steps in the northeast of the Excavation Site area to reach Echoes of the Past, the largest zone in Bresha Ruins. Enemies appear throughout this area, so be prepared to fight at all times during your travels. A mandatory battle against a Cait Sith and a Zwerg Scandroid will begin not long after you first arrive (03). Use Slash & Burn to focus your assaults on the Cait Sith first (to prevent it from employing its healing ability), and the encounter should end without incident. This leads directly to a Primer that introduces Monster Crystals, the Paradigm Pack, and monster customization. You can take a tutorial on the Paradigm Pack mechanic that leads directly into another tutorial for the Feral Link ability. See "Monster Crystals & Paradigm Pack" for tips on these topics.

03

WOUNDS

After the dramatic opening cinematics, Paradox Alpha's first blow leads to a brief tutorial on Wounding attacks. These reduce the target's maximum potential HP. If you study an afflicted party member's HP gauge, you will notice that the red bar that represents depleted health is reduced; the "empty space" at the right of the bar represents HP drained by Wounds.

Wounds cannot be healed with standard Potions or healing spells. The only way to restore "lost" HP in protracted combat encounters is to use a Wound Potion (or a costly Elixir). Wound Potions can be purchased later in the story for 300 gil per unit.

CHOCOLINA

This exuberant individual and her mobile store can be found in the majority of locations that you visit during the main story, and in many destinations far from the beaten path.

- Chocolina's inventory is regularly expanded as you encounter her in new areas, with her stocks for all previously visited sites updated to carry new items. There is one exception to this rule: items in her Special category are generally unique to the location where they appear.
- Chocolina will also buy surplus objects from your party at half their standard purchase cost. We suggest that you ignore this feature and stockpile all items until later in the story, when you can acquire a special ability that enables you to sell her items at a higher price.
- Many of the items that Chocolina sells can be obtained in treasure spheres or as Spoils, so save your precious gil for specific purchases. Both the Walkthrough and Tour Guide chapters will make comments on notable acquisitions when they become available.

CINEMATIC ACTION SEQUENCES

Very occasionally, certain battles (or the cutscenes that follow them) feature special Cinematic Action sequences that challenge you to press specific buttons or stick directions to accompany actions made by Serah or Noel. You can obtain minor bonuses by successfully completing all possible interactions. This is acknowledged by a pop-up message and a Cinematic Bonus item on the subsequent Spoils screen.

MONSTER CRYSTALS & PARADIGM PACK

Almost every monster you face in Final Fantasy XIII-2 is tameable – and therefore a potential addition to your Paradigm Pack. To recruit a new creature, you must defeat it and receive a Monster Crystal at the end of the battle. This system is a complicated and absorbing part of the combat system. You can turn to page 220 of the Strategy & Analysis chapter for a comprehensive overview of all related topics.

- Press R1/RB during a battle (or visit the Bestiary) and study the information below the Report heading. This will tell you if a monster is tameable or not, and its role if applicable.
- Once you have acquired a monster, you can add it to one of the slots in your Paradigm Pack (the trio of "active" monsters that can fight alongside you during battles) and configure your Paradigm Deck to deploy it in combat. Each creature has a fixed role, so there is a degree of strategy in selecting three that will complement your favored Paradigms.
- The HP of all monsters in your Paradigm Deck during a battle is connected: if one sustains injuries that reduce its HP to 40%, this will be true of any other monster that you bring into play with a Paradigm Shift – even if they have vastly different maximum HP totals.
- Monsters cannot act as party leader. If both Serah and Noel are incapacitated, you will always be taken to the Game Over screen.
- Monsters can be upgraded via the use of Monster Materials at the Crystarium. You can also "infuse" a favored monster with other Monster Crystals to transfer their abilities.
- You can increase your chances of obtaining a particular monster variety by defeating them with a Feral Link special ability.

When you reach the Gate, speak to the nearby soldier (04) to unlock the Moogle Hunt ability and bring up a Primer on its use. After reading the introduction, press R1/RB to perform a Moogle Hunt to reveal the Wild Artefact, then collect it. You can also speak to other individuals in this area to begin the Unio Mystica and Ghast Fragment side quests. Examining the Gate leads to a brief conversation and a Live Trigger.

04

While entering the tunnel on the west side of the Echoes of the Past area isn't mandatory, you can pick up items and encounter different enemy varieties inside. We specifically recommend that you scour these tunnels until you defeat and capture a Pulsework Knight (05) to obtain the Pulse Knight Monster Crystal. This Sentinel can be easily upgraded to its maximum Level 20 with Monster Materials. Fully leveled, the Pulse Knight can boast over 2,000 HP and possesses key SEN abilities. This alone should make it a permanent fixture in your Paradigm Pack until at least halfway through the main storyline, and enable you to focus Noel's development in the COM and RAV roles for the present time.

05

When you approach a separate tunnel entrance in the northwest of the area (06), a cutscene will begin. This introduces the possibility to weaken Atlas before you confront him. As it happens, this is the only realistic way to defeat this colossal opponent at the present time. Enter the northern tunnels and head to the new waypoint.

When you arrive at the room with the "Can we control Atlas?" waypoint marker, the party will be sucked into a Temporal Rift. To escape, you must solve three stages of a puzzle known as a Tile Trial, with your objective being to collect all available crystals and reach the exit. However, you can only step on each floor tile once, so you will need to choose your path carefully. This is a gentle introduction to Temporal Rift puzzles, and should present you with no difficulties. If you would like to learn more about Tile Trials, or if you need a visual solution, see page 244.

Once the Anomaly has been resolved, you will obtain the Delicate Crystal Fragment and 200 CP. Interact with the control device to weaken Atlas, then exit the tunnels via the path that leads south then bends to the east. Spend any Crystogen Points you have accumulated, and ensure that you have a suitable set of Paradigms: you are now ready to confront the mighty war machine.

06

07

MOOGLE HUNT

You will regularly encounter treasure spheres, treasure boxes and assorted objects that are "out of phase" with your current locale, as represented by their shadowy transparent outline (07). To make them tangible, move within range and tap R1 / RB to have Mog work his wondrous magic. Note that you cannot use the Moogle Hunt while riding a Chocobo, or if the Mog Clock is active.

Mog will usually react and lead you to the hard-to-see "phased" containers or collectibles when you move within range. However, this isn't always the case, so you will benefit by studying environments carefully when you first explore them. You can find the precise locations of all objects of this variety in the Tour Guide chapter.

PARADIGM DECK

The ability to capture and deploy individual monsters as party members necessitates a reshuffle of your Paradigm Deck, as you can now have three active combatants take part in battles. You can study a comprehensive overview of all Paradigms and their tactical applications on page 202 of the Strategy & Analysis chapter.

As mentioned in entry 5 of the walkthrough, we advise that you make it a priority to capture a Pulsework Knight to add a monster Sentinel to your roster. You will also need to recruit a more powerful Ravager than the Zwerg Scandroid in the not-too-distant future – see "Recommended Activities" overleaf for details. For the present time, consult the accompanying table for a collection of Paradigms that should cover all your needs for the challenges that lie directly ahead.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	NOTES
Relentless Assault	RAV	COM	RAV	Set this as your default Paradigm for the majority of combat encounters. With two RAVs driving up the Chain Bonus, Noel can slow the rate of Chain Gauge depletion and use his great strength to inflict maximum damage.
Delta Attack	RAV	COM	SEN	Once you have a Pulse Knight in your Paradigm Pack, Delta Attack is a staple for fights against hard-hitting opponents.
Tri-disaster	RAV	RAV	RAV	When a strong opponent's Chain Gauge is partly filled, this Paradigm can be used to accelerate the arrival of an imminent Stagger and drive up the Chain Bonus at great speed.
Diversity	RAV	COM	MED	If you are using Relentless Assault or Delta Attack and need to heal, this Paradigm sacrifices a single RAV or SEN for a MED who can address the party's ailments and injuries.
Mystic Tower	RAV	RAV	SEN	If you are using Delta Attack, this Paradigm can be used to greatly accelerate the growth of the Chain Gauge as you approach the Stagger Point for a tough opponent.
Consolidation	SEN	SEN	MED	A vital strategy for tougher bosses in Final Fantasy XIII-2 is to instantly "turtle up" with Sentinels whenever you receive warning that an attack is imminent. This variant introduces a MED for immediate healing, though you could alternatively opt for the ultra-defensive SEN-SEN-SEN "Tortoise" Paradigm instead.

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7 Approach **Atlas** to begin a boss battle. The fact that your party isn't immediately reduced to a greasy smear on the battleground reflects the fact that Atlas has been severely weakened. If you took our advice to capture and train a Pulse Knight to act as your party's main Sentinel, you can employ the Delta Attack Paradigm and simply use a couple of Potions to heal Noel and Serah when their HP falls below 40%; a maxed Pulse Knight will barely sustain a scratch during this fight. Once Atlas has been Staggered, switch to Relentless Assault to finish him off. There is a Cinematic Action sequence directly after the fight, so be ready to react to the on-screen prompts (L, ○/B, L, ⊗/A, L, ⊗/A, L, ⊗/A). In addition to the standard Spoils, you will obtain the Atlas Fragment and a massive 2,500 CP bonus when play resumes.

08

8 Approach the waypoint marker in the Lamentable Rest zone to the east and examine the monument to advance the story. After the cinematics end, Chocobos are unlocked on the map. Open the treasure box to claim your Live Trigger Reward, then use the Moogle Hunt ability to reveal the nearby Eclipse Artefact highlighted by a waypoint marker. You can then travel to the next waypoint on the west side of Echoes of the Past, just south of the tunnel entrance. Approach the metal bars and use the Moogle Hunt to reveal the Reunion Artefact just beyond them (08).

You now have the Artefacts required to open both of the available Gates in this region. The Gate in the southeast of Echoes of the Past leads to Yaschas Massif (010 AF), while the Gate in the tunnels to the west leads to Sunleth Waterscape (300 AF). While Yaschas Massif is the destination we advise (and the next locale covered in this walkthrough), you can make a profitable early trip to Sunleth Waterscape beforehand to pick up a special ability – see Recommended Activities on the adjacent page for more details.

When you are ready, head to the Gate north of Chocolina in the Echoes of the Past area and unlock it with the Eclipse Artefact to return to the Historia Crux. Select the Yaschas Massif (010 AF) destination.

FERAL LINK ABILITIES

Every monster that you capture and employ to fight alongside Serah and Noel can unleash a special attack known as a Feral Link ability.

- Each monster in your party has a Feral Link gauge that appears in the bottom right-hand corner of the screen whenever they are active in combat (09). Unlike the HP gauge, the Feral Link gauge is unique to each monster in your Paradigm Pack.

09

- The Feral Link gauge gradually charges for all monsters in your Paradigm Deck during a battle. The fastest way to fill the gauge is to build large Chain Bonuses against your opponents.

- When the Feral Link gauge is full, press ⓡ/Ⓧ to initiate the move. Most (but not all) monsters have a special set of button commands for their Feral Link ability. If applicable, swiftly follow the on-screen button presses and/or stick movements.

- Feral Link abilities have two secondary properties. This first is to increase the probability that you will capture a tameable monster if the skill is used to successfully defeat them. Secondly, using a Feral Link attack can sometimes interrupt or cancel an enemy ability or assault – a useful trick in encounters against powerful opponents.

RECOMMENDED ACTIVITIES

Though not mandatory, the following optional tasks will be of great benefit to your party.

- Once you have activated the control device and defeated Atlas, we recommend that you travel to Yaschas Massif and complete the Prophecy of Hope episode. However, taking a brief detour to Sunleth Waterscape (via the Gate in the tunnels to the west) to complete a handful of early objectives can be extremely advantageous. If you have a fully leveled Pulse Knight to act as a Sentinel, the opening battle against the Royal Ripeness can be tough, but ultimately beatable. If you then follow the walkthrough on page 46 until you obtain the Moogle Throw ability (which only takes a few minutes), you can leave immediately via the Return to Historia Crux option; your progress to this point (including your precise position) will be stored for your later return.

- Armed with the Moogle Throw and a Pulse Knight in your Paradigm Deck, return to Bresha Ruins (005 AF) and turn to page 86 of the Tour Guide to learn how to access the "secret" sealed area in the southwest of the map. On arrival, you can find a treasure sphere that contains the Butterfly Bow for Serah – a weapon far superior to anything else you can acquire at this stage. Perhaps more importantly, you can also hunt and capture the rare Albino Lobo enemy type. These usually appear in pairs close to the southwest Gate or outside (10), and will make a powerful addition to your Paradigm Deck as a Ravager.

10

PRIMER
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YASCHAS MASSIF (010 AF)

Tour Guide: See page 90

1 Due to the relative ease of fighting most enemies in this area, this is the best path to take after you complete Bresha Ruins (005 AF). If you took our advice on optional activities, you should now have the Moogle Throw ability from a quick side-trip to Sunleth Waterscape, a Pulse Knight as your principal SEN and an Albino Lobo to act as a second RAV in the Relentless Assault Paradigm.

01

You start in the Pass of Paddra area. Speak to the Researcher to learn more about the location; you will obtain the Map of the Yaschas Massif at the end of the cutscene. Head north, then follow the path to the west when you reach a barrier. As you reach the darkened area, a Primer introducing the function of searchlights will appear. Standing in these pools of light (or other illuminated areas) will return the Mog Clock to green whenever the mighty Feral Behemoth appears: see the page to your right for more details on this opponent.

To avoid conflict with this high-level monster, use the searchlights and fixed light sources to head north (📷 01), then follow the path that leads to the east when you reach Chocolina.

2 When you arrive at a junction with paths leading north and south, head north towards the waypoint marker. Speak to the woman by the barrier to trigger a battle against **Aloeidai**. This opponent has a massive 52,990 HP, inflicts status ailments to weaken the party, and employs a vicious Landshatter attack that hits all team members at once (📷 02). A relatively weak party may need to bring in a Medic to heal during the fight, or even operate with a SEN in the Delta Attack Paradigm to grind through the battle. However, if you have already unlocked a few Crystarium Expansions for Noel and Serah, it's possible to achieve a swift victory with Relentless Assault alone: Aloeidai can fall during the first Stagger if you increase the Chain Bonus quickly with Ravagers. Your reward for winning the battle is the Aloeidai Fragment, and the opportunity to meet an old friend.

02

3 Once you have spoken to Hope and Alyssa, talk with the guard to gain access to the ruins (📷 03). Follow Hope, speaking with him whenever he stops, until you reach their base of operations at the top of the ramp. When the cinematics end, you will obtain the Hollow Artefact. At this point, your next destination – a Gate directly south of the Paddraean Archaeopolis, in a dead end on the easternmost tip of the Pass of Paddra – is flagged with a waypoint. You can speak to Hope again for more plot details and an optional Live Trigger, then travel to the Gate and activate it with the Hollow Artefact. This unlocks Oerba (200 AF): your next destination.

03

FERAL BEHEMOTH

The Feral Behemoths that lurk in the shadows in the west of the Pass of Paddra area are far ahead of your party's normal development for this stage in the story. You are encouraged to avoid them, and can do so easily by using the pools of illuminated tranquility throughout the area.

If you have a max-level Pulse Knight to call on, however, it's actually possible to beat a Feral Behemoth with a fairly standard party during your first visit – but only if you're prepared for a bit of a slog. Start the battle with the Delta Attack Paradigm, then, with Noel as party leader, use the Abilities menu and repeat the Ruin attack to have Noel inflict damage while maintaining a safe distance. With a little luck, your Pulse Knight will keep your opponent occupied while you chip away at its HP gauge with ranged assaults. The basic rewards for beating a Feral Behemoth aren't remarkable – a fairly average sum of CP and gil, plus a Behemoth Fang key item for a later side quest – but there is also a chance that you can obtain its crystal and add a supremely powerful COM to your Paradigm Deck. In truth, it's far from essential, and a task that can be accomplished with far greater ease further into the story – but those seeking a challenge can certainly defeat this beast right now.

HISTORIA CRUX

The Historia Crux is the equivalent of a world map – it's an interface that connects all locations in the game and enables you to visit them. To unlock new locations, you must activate Gates with specific Artefacts that are scattered throughout the various regions. The number of Gates available in each location is represented by icons that appear below the location's name on the Historia Crux. Orange icons represent Gates that you have already activated, while white icons are used to show Gates that you have yet to unlock.

- You can return to the Historia Crux via a Gate or with the corresponding option in the Pause menu. You will always reappear in the same position when you return to a location at a later date. This makes it possible to make progress in one area, then leave for another – particularly if the challenges are too great for your party at that stage in its development.

- Your progress is always autosaved when you return to the Historia Crux. You can also select the Save option to create a new save file if you wish. As a general rule, you will always restart at the Historia Crux when you return to the game.

The Historia Crux reveals the total Fragments you have collected in the upper-left corner of the screen, and you can also examine each destination to see your progress in that region. Note, however, that certain Fragments cannot be collected until you meet specific requirements.

OERBA (200 AF)

Tour Guide: See page 93

4 On arrival, turn around and look to the left of the Gate; use the Moogle Hunt ability to reveal the Giant Egg Fragment, then collect it. Walk to the north, then call on Mog to expose a Temporal Rift. Examine it to begin a Crystal Bonds puzzle with a single stage to complete. Your objective is to run across the floor tiles and manually connect crystals of the same color to complete the "constellation" (📷 04). Turn to page 244 to read a wide selection of tips on this puzzle type. You will obtain the Time's Stardust Fragment as a reward.

Once you return to the streets of Oerba, a new section of the map will be revealed. Jump over the broken wall section close to a billboard, then head east along the path behind the building. Move south down the steps, then head west. You can shop with Chocolina here, and enter the house south of her to pick up the Map of Oerba inside the treasure sphere on the lower level. Once you have this, head to the north and perform a Moogle Hunt when Mog reacts to expose a second Temporal Rift. This features two Crystal Bonds puzzles to solve. Completing these restores more of the Oerba area, and leads to the reward of the Time's Shell Fragment.

Head up the slope north of Chocolina and head west. Run down the steps to the north and use the Moogle Hunt ability to reveal a third and final Temporal Rift. Examine it, then solve the three Crystal Bonds puzzles. All sections of the Oerba map will now be restored, and you will obtain the Time's Coral Fragment.

5 Head to the steps on the east side of the map, close to the Gate, then walk down to the beach. You can now run to the west to reach the Deserted Schoolhouse area (📷 05). Run up the stairs to reach the roof terrace, spend all available Crystogen Points, then examine the Oracle Drive to trigger a cinematic sequence followed by a boss battle against **Caius Ballad**.

Caius has a tendency to focus his attacks on a single party member. With a party five expansions into the Crystarium (based on our recommended leveling goal of approximately one Crystarium Expansion per main story location), you can just about brazen your way through this with Relentless Assault if you Stagger him quickly, though this may require the use of a Phoenix Down or two, and perhaps a handful of Potions. A more conservative Delta Attack-oriented strategy is far less risky, but will extend the battle time.

When the confrontation ends, collect the Artefact of Origins to trigger a cutscene, then drop through the broken skylight to open a treasure sphere before you travel to the Gate. Chocobos are now unlocked on the map, but there's no need to waste Gysahl Greens: your destination is only a short walk away. Activating the Gate with the Artefact of Origins opens the Yaschas Massif (01X AF) location; you will also receive a Live Trigger Reward when you return to the Historia Crux.

04

05

ARTEFACTS & GATES

There are three different types of Gates that you will encounter in the many destinations you visit in FFXIII-2. Each Gate can only be activated using an Artefact.

"Shining Gates" require a very specific Artefact to activate, and are generally used to unlock all mandatory story destinations.

"Crystal Gates" require a Wild Artefact to activate, and usually lead to optional areas where you can complete side quests and conquer many other challenges. However, you consume one of these items whenever you activate a Crystal Gate; if you have none in your inventory, the Gate will remain resolutely locked. We reveal the location of all Wild Artefacts in the Tour Guide chapter, and you can find a useful checklist on page 263.

"Scorched Gates" are those that have been used to travel to or from a destination at an earlier date. Interacting with these simply allows you to return to the Historia Crux.

GATE SEALS

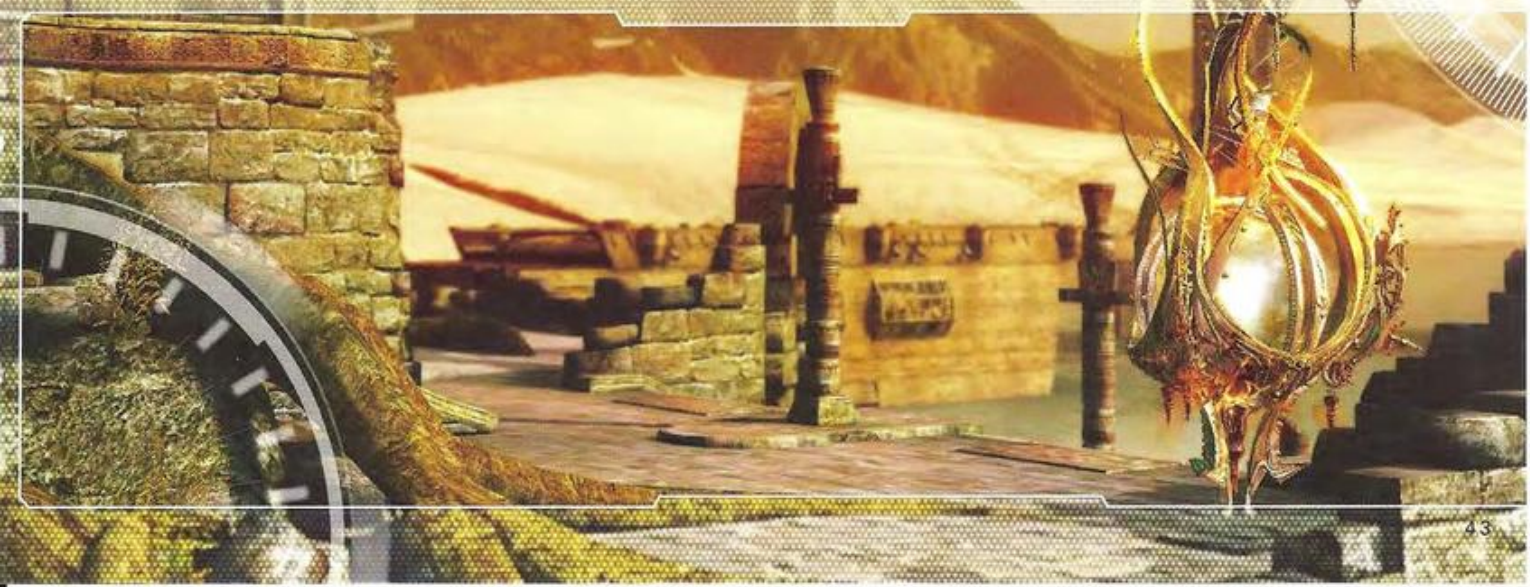
Gate Seals are special collectible items that enable you to replay areas from the beginning via a special option at the Historia Crux, potentially obtaining Fragments or other rewards for completing story objectives in a different way.

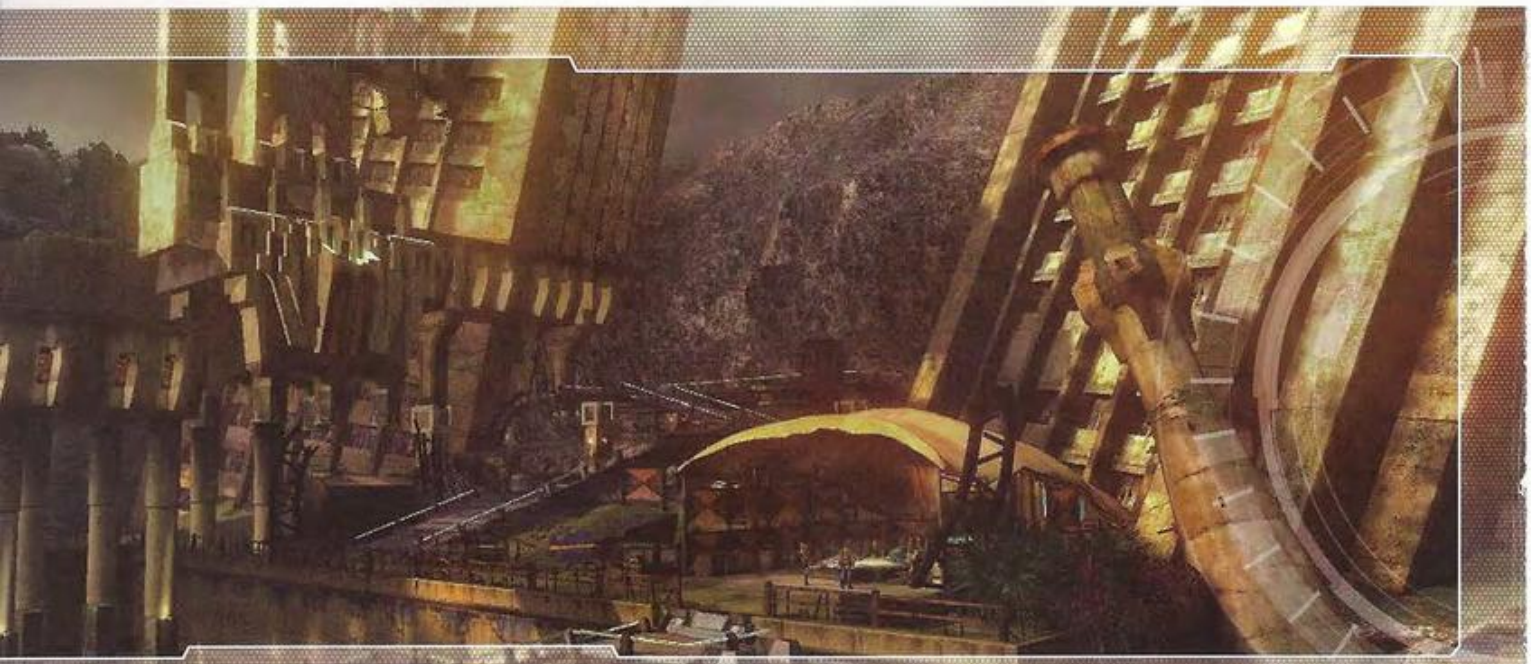
- Each destination in FFXIII-2 has its own unique Gate Seal. We reveal where these can be found in the Tour Guide chapter.
- Closing a Gate with a Gate Seal will rewind time to the point where you first visited the area. However, you can return to the Historia Crux and use the "Open Gate" option to restore the timeline to its previous state at any time.
- You will not lose any items or abilities when you close a Gate: Serah, Noel and their possessions are completely unaffected.

ADORNMENTS

Visit the Monsters menu to rename any creature in your possession, or customize their appearance with Adornments. These items are usually collected as bonuses (particularly for Live Triggers and Cinematic Bonuses), and can occasionally be purchased from Chocolina or found inside containers.

Adornments are purely aesthetic in nature, and confer no special abilities or stat upgrades.





YASCHAS MASSIF (01X AF)

Tour Guide: See page 96

6 Talk with your companion after you arrive (this leads to a Live Trigger), then travel straight to the Paddraean Archaeopolis to trigger a cutscene. When it ends, speak to your companion again, then head to the operations center to converse with Hope. Once the cutscenes are over, speak to him again for a Live Trigger, then talk with your companion. The barrier blocking the path to the southeast area of the Archaeopolis will be removed at this stage. After one further cutscene, you can open a treasure box behind Hope and Alyssa to collect your Live Trigger Reward. Chocobos now appear on the map.

Head to the waypoint up the stairs and perform a Moogle Hunt to find the Mysterious Artefact to the right of a treasure sphere (📷 06). You must now travel to the Gate in the very south of the Pass of Paddra area. After you use the Mysterious Artefact to activate it, you are returned to the Historia Crux... but something is seriously amiss. Select The Void Beyond (Year Unknown) to continue.

06

THE VOID BEYOND (??? AF)

This visit to The Void Beyond is brief, as there is little that you can achieve in the area at this stage. On arrival, you can find the Map of the Void Beyond in a treasure sphere just south of your start position. If you have the Moogle Throw ability, you can also open two treasure spheres located outside the boundaries of the tiny area that you can currently explore (07).

There is nothing more to accomplish here, so enter the Spacetime Distortion. A Primer offers additional information on Gates and Fragments when you return to the Historia Crux, but this is simply a prompt to visit another area to advance the main storyline. A new destination, described as "Locked Location (Year Unknown)" is available beneath Yaschas Massif (01X AF), but there's nothing to do there just yet. Instead, it's now time to complete The Sunleth Waterscape (300 AF). If you unlocked the location to obtain the Moogle Throw ability earlier, you can head straight there from the Historia Crux. If not, return to Bresha Ruins (005 AF) and open the Gate inside the tunnels on the west side of the Echoes of the Past area. See page 86 of the Tour Guide chapter for a map that illustrates its precise location.

COMPONENTS

Though many of the weapons and accessories that Chocolina sells are available "as-is" for a sum of gil, some objects can only be purchased once you acquire items known as Components. These collectibles, usually obtained by defeating particular monsters, are something that you will gradually accumulate as you play through the main storyline and explore optional areas of the Historia Crux. The Tour Guide chapter contains regular prompts and tips on acquiring Components; you can also learn more on page 265 of the Inventory chapter.

Certain staple Components are required for multiple weapons and accessories; others may only be required for a single potential purchase. Some are especially rare, and may necessitate a fair amount of labor to acquire; others you will accumulate in numbers far in excess of the requirements for item purchases. You will acquire an ability in the not-too-distant future that enables you to increase the price at which Chocolina purchases items from your party. When you pick this up, we suggest that you sell extraneous Components for a healthy profit.

07

DELICATE AND DURABLE ACCESSORIES

In addition to "standard" accessories, Chocolina sells Delicate or Durable variants that offer a slightly reduced or enhanced effect, with an attendant reduction or increase in their Capacity cost. As we explain on page 21 of the Primer chapter, the ability of Serah and Noel to equip accessories is governed by their Capacity limit, which starts at 50. While you can increase this (via three potential Crystarium Expansion bonuses) to a maximum of 100, this isn't the most profitable way to level either character at this stage in the story.

With the Cie'th Tear Components acquired during your journey through Oerba, you now have the opportunity to purchase the Delicate versions of certain staple accessories, which have a Capacity cost of 25 – particularly the Delicate Iron Bangle and Delicate Power Wristband. Equip two of the former on Serah, and you can obtain a +16% HP boost to the weaker of your two core party members. Noel, in his principal role as COM damage-dealer, will benefit from the +16% increase to his Strength stat that a pair of Delicate Power Wristbands can provide. You can mix and match different configurations of Delicate accessories to suit the needs of your party, but it's a quick, easy and relatively inexpensive way to boost your party's effectiveness within the existing Capacity limit of 50.

SUNLETH WATERSCAPE (300 AF)

Tour Guide: See page 102

1 Spend available Crystogen Points, then follow Serah to the waypoint in the Assembly Area zone (📷 01). On arrival, you will enter a battle with the Royal Ripeness boss. This encounter can be something of a grind and last between five and ten minutes if you have travelled here directly from Bresha Ruins and have a relatively low-level party. However, if you have a good Sentinel (ideally the Pulse Knight recommended earlier – see page 37), you can stick to Delta Attack, heal your party with Potions at regular intervals, and just wear the Royal Ripeness down. It is weak against Wind attacks, so restoring Serah as party leader and using the Abilities menu to manually set up a string of Aero assaults will give you a slight advantage throughout. There is a single Cinematic Action early in the battle (press □/X), and an extended Cinematic Action finale: L, □/X, □/X (repeatedly), ○/B (repeatedly), L.

01

2 After the cinematics end, speak to Snow to obtain the Map of the Sunleth Waterscape. Snow fights as a guest party member, but cannot be controlled directly and is not included in your Paradigms. Though the waypoint marker and prompt still direct you to defeat the Royal Ripeness, you're actually in no position to do that right now. Take the western path and head south. Approach the vine further south and press ⊗/A to swing across. Pay the Royal Ripeness a wide berth and continue south to reach the Forest Crossroads area. You can shop with Chocolina on the path that leads southeast. She has a variety of new weapons (some of which require special Components to purchase), and a handful of new accessories, though there is nothing that you should have an urgent need for.

From the Forest Crossroads, walk southwest and jump over the tree stumps to trigger a cutscene. When this ends, a Primer for the Moogle Throw ability will pop up. Instead of throwing Mog at the marked treasure sphere straightaway, use the Moogle Throw to collect the one to the right of it and another on the east side of the tunnel beforehand (📷 02). When the friendly giant continues its walk to the south, face the east side of the tunnel and throw Mog to collect the Wild Artefact hovering in space when you pass it.

02

NOTE: If you took our recommendation to visit Sunleth Waterscape directly after Bresha Ruins (005 AF) to pick up the Moogle Hunt ability, the end of the ride in the Animal Trail area is your cue to turn to page 40 and complete Episode 3, Part 1.

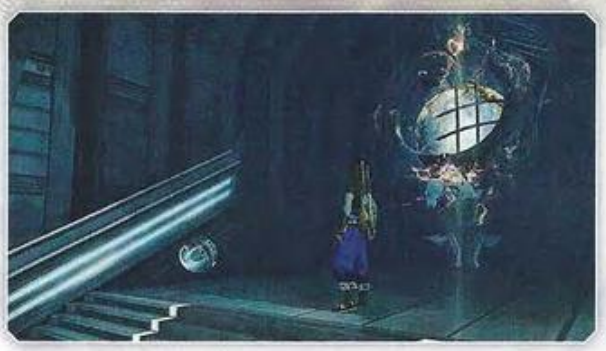
3 After you dismount the giant beast, Mog can reveal a hidden vine close to Chocolina with his Moogle Hunt ability; you can use this to swing to the Hidden Woodland Area and open two treasure spheres. Return by the same vine and continue south, onto the branches. Use the next vine to swing to the south of the map. When you land, you can perform a Moogle Hunt to reveal another vine leading to the Hidden Woodland Area; this creates a shortcut of sorts.

03

Jump onto the tree branch to reach the Bumpy Bough zone, and continue on the linear path until you reach the Isle of Arboreal Embrace. Approach the Miniflans to begin a short and uncomplicated battle (📷 03). You will obtain the Combat Artefact after it ends. Chocobos are also unlocked at this stage, though there is no need to use one – the Gate you are travelling to is a short walk to the west in the Bow Isle area. On arrival, use the Combat Artefact to activate the Gate and unlock the Coliseum (??? AF) destination.

COLISEUM (??? AF)

4 Walk down the steps to the arena to trigger a conversation with the Arbiter of Time; you will obtain the White Hole Gem Fragment when the cutscene ends. Before you leave, run over to the north side of the area to find four treasure spheres that can be opened with the Moogle Throw ability. An out of phase treasure sphere right beside the Gate contains the Map of the Coliseum (04). Return to the Historia Crux and head back to the Sunleth Waterscape.



04

SUNLETH WATERSCAPE (300 AF)

5 Retrace your steps via the Animal Trail to reach the Forest Crossroads, then head southeast onto the Lush Woodland Path. You will find your progress thwarted by shadowy apparitions; perform a Moogle Hunt to disperse the Miniflans (05). Continue east, then use the vine to swing to the south. Run east to the waypoint to encounter another group of Miniflans, and walk into them to initiate combat. When the battle ends, you will be awarded the Thundering Artefact. Open the treasure box that appears to claim your most recent Live Trigger Reward. Don't swing back on the vine straightaway – instead, head down to the lower area to collect the Extraordinary Egg Fragment using the Moogle Throw.

You must now travel to the Gate in the northwest of the map. Once again, don't get too close to the Royal Ripeness when you pass it; you need to swing on a vine to reach the Undergrown Path area where the Gate is located. Use the Thundering Artefact to activate it and unlock the Archylte Steppe (??? AF) destination: your next port of call.

05

MOOGLE THROW

This highly profitable ability enables you to obtain collectibles that would otherwise remain tantalizingly out of reach.

- Hold L1/LB and use R to aim Mog then tap R1/RB to hurl him in the specified direction. If Mog's trajectory takes him close to a container or collectible item, he will automatically stop, hover and claim the reward for you. Mog is unavailable for further Moogle Throws or the Moogle Hunt ability until he teleports back to your party.
- With objects floating in space, we find it effective to aim Mog just above the item you wish to collect. Hurling him directly at a container can result in his bouncing from its surface.
- If Mog is busy opening a container (or, after an inexpertly aimed throw, caroming from pillar to post), the Mog Clock will count down at an accelerated pace. You may find it useful to stand still until he returns to avoid this penalty in areas populated by more powerful monsters.
- If Mog should wander off or be out of the desired range when you need to call on his Moogle Hunt ability, you can tap L1/LB briefly to move him into position.

THE ARCHYLTE STEPPE (??? AF)

Tour Guide: See page 105

6 The Archylte Steppe is a sizable area with an astonishing variety of monsters and optional tasks to perform. You can refer to page 108 of the Tour Guide chapter to learn about some of the activities that you can reasonably hope to succeed in straightaway.

06

You begin in the Plains of Eternity area. Head through the opening to the north to reach the Nomad Camp, then run up the steps (📷 06). Speak to Tipur at the waypoint marker in the cabin on the hill to obtain the Map of the Steppe, then strike up a conversation a second time to begin the Goblin Fragment quest. Jump straight from the cliff edge and proceed to the waypoint marker. The battle that ensues on arrival pits you against three Goblins, a Miniflan and a Chocobo. The latter is the most dangerous of these, but you can actually cruise through with Relentless Assault, targeting weaker enemies first, if your party is in line with the progression curve for this point in the game. You are given the Goblin Fragment on completion of the battle. As a fringe benefit, you also obtain a Chocobo crystal. Be sure to keep this safe, as it will have a unique application in the not-too-distant future.

7 Interact with the Waystone – a red Cactuar statue north of your position after the battle with the Goblins – to obtain the Crimson Crystal Fragment and be transported straight back to camp. Though Fragments are a one-time reward, you can use red Waystones all over the Steppe to teleport to the Nomad Camp at any time.

Speak to Tipur again, then chat with Myta at the foot of the stairs to begin the Woolly Stone quest. You need to gather three types of wool from the large sheep that wander the plains south of the Nomad Camp. The trio that you must catch are highlighted by overhead speech bubbles (📷 07). They have a tendency to run when you approach them; try to steer them towards walls, cliffs or other obstructions to cut each chase short, tapping Ⓧ/Ⓐ rapidly to obtain the wool when you move within range. Return the three types of wool to Myta to obtain the Woolly Stone Fragment.

8 Speak to Myta again to learn about the weather-controlling device. Head up the steps and talk with the Hunter in the cabin. Bring on a heat wave by moving both levers to the down position (📷 08), then speak with Tipur. You cannot hope to beat the Long Gui that blocks your path to the waypoint marker, so return to the machine and move the right-hand lever to the up position to change the weather to stormy. Spend any Crystogen Points that you have accumulated, then run to the waypoint in the Sanctorium area.

Faeryl is aggressive from the start and has some reasonably powerful attacks, so it's a good idea to begin the battle with the Delta Attack Paradigm. It absorbs Fire and Wind yet has a weakness to Ice and Lightning; we advise you to control Serah and set up (and then repeat) Ice- or Lightning-based attacks via the Abilities menu. When the Chain Gauge is almost full, ensure that your party is in good health (use a Potion or two if necessary), then switch to Relentless Assault to finish the battle rapidly: Faeryl falls quickly once Staggered.

Your post-battle rewards include the Black Hole Gem Fragment and 3,500 CP; you can also open a nearby treasure box to pick up a Live Trigger Reward. Beating Faeryl satisfies all main storyline requirements for the Archylte Steppe, though you are free to explore the area if you wish: see page 105 of the Tour Guide chapter. When you are ready, return to the Historia Crux and travel to Sunleth Waterscape (300 AF) for a long-awaited showdown.

07

08

SUNLETH WATERSCAPE (300 AF)

9 On your return after defeating Faeryl in the Archylte Steppe, head to the waypoint in the Assembly Area. The Mutantomato is a much-diminished incarnation of the Royal Ripeness, and shares many of its attacks and characteristics. It can inflict Poison with its Belch attack, uses Pouty Pudding to apply buffs, and absorbs Fire, yet has a weakness to Wind. You can start the fight with Delta Attack if you prefer to err on the side of caution, but the battle is effectively over once the Mutantomato has been Staggered. As it is susceptible to the Launch ability used by Commandos, you can safely opt for all-out attack with Relentless Assault and time your assaults to keep the monster impotent and airborne.

Your rewards for defeating this boss are the Mutantomato Fragment and 3,500 CP. When gameplay resumes, travel to the Assembly Area to collect the Mysterious Artefact using the Moogle Throw (📷 09). Use this to activate the Gate in the Forest Crossroads area. On your return to the Historia Crux, you are once again confronted by a limited set of three potential destinations. Select The Void Beyond to continue.

09

THE VOID BEYOND (??? AF)

10 After the opening cutscene, open the two treasure spheres if you didn't claim their contents during your earlier visit to this location. The two treasure boxes on the west side of the area must be opened with the Moogle Throw, and contain the 'Prediction' Gate Seal and 'The Calm' Gate Seal: be sure to pick these up (📷 10). You can optionally examine the crystal throne for a comment from the party leader.

Once you are ready, interact with the Spacetime Distortion in the east to advance the story and unlock two new locations: Serendipity (??? AF) and Academia (400 AF).

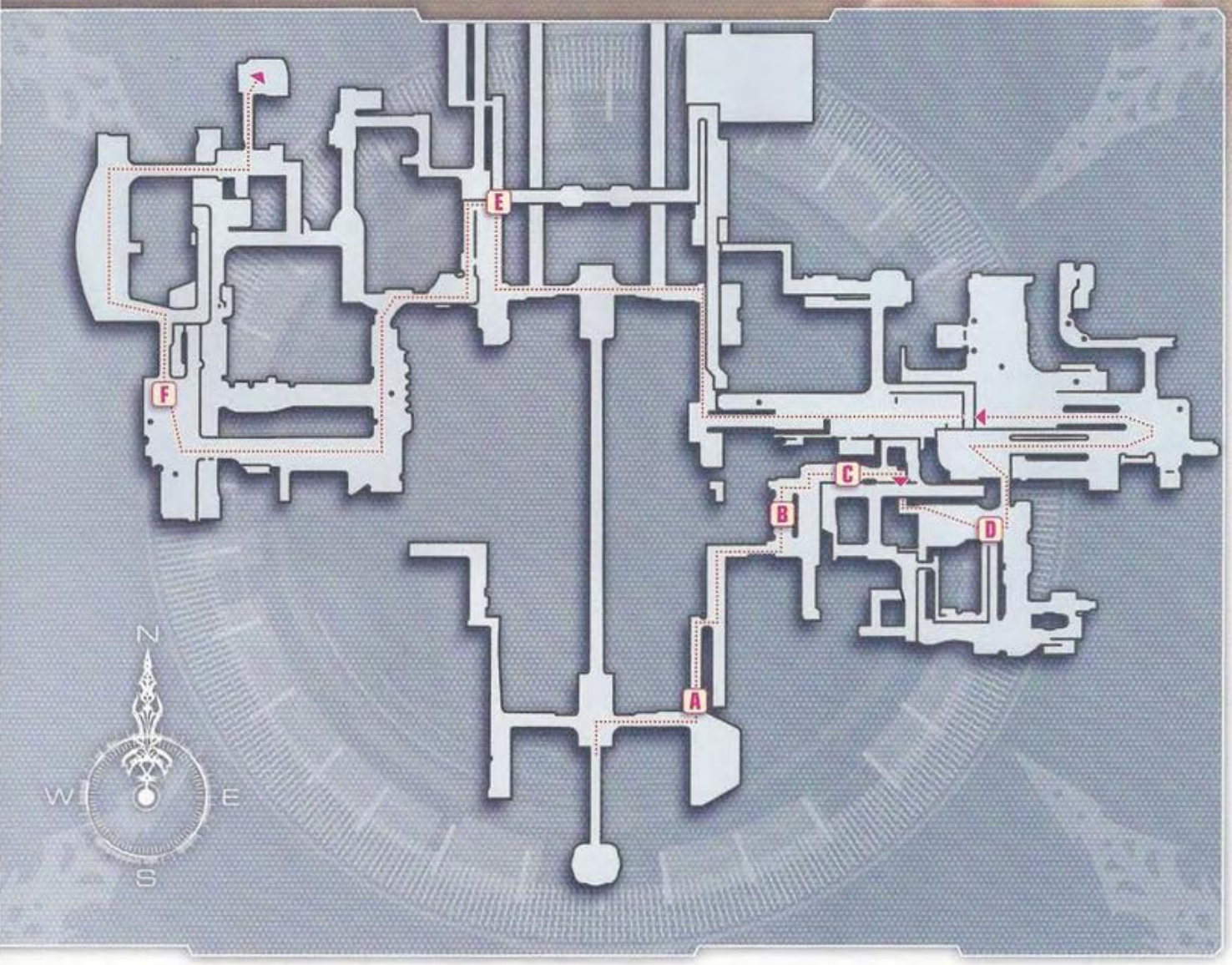
10

GRIMOIRE HAT

Found in a treasure sphere in the Nomad Camp, the Grimoire Hat has two Passive Abilities that can make it a highly interesting choice of accessory. The 'Kill: Libra' bonus enables you to rapidly accumulate information on new enemies, which means that you can discover (and then address or exploit) their strengths and weaknesses after fewer encounters. The Improved Potions bonus doubles the effects of Potions used by the wearer, which means that a party in line with the leveling curve can potentially forgo Paradigms that feature a Medic until later in the main storyline. Potions can be farmed easily in New Bodhum (003 AF): see page 84 for details.

ACADEMIA (400 AF)

Tour Guide: See page 134



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1 After the opening cinematics, you will find the area infested with twisted Cie'th. As the Ghouls are wandering in the open, the Mog Clock mechanic works in a slightly different way. Once it appears, it essentially functions as a timer for you to hit an opponent and secure a Preemptive Strike: there is no way to escape battles. While the Potent Orbs dropped by Ghouls are valuable, the Crystogen Points and gil hauls obtained from each fight are tiny. There are always plenty of monsters around, with others teleporting in, so we would also advise that you leave the collection of most treasure spheres that don't lie directly on your path to a later date.

There are ramps to the east and west of your starting position; each has a control panel beside it that enables you to change the direction of movement (📷 01). The ramp to the west leads to a dead end where you can pick up three Casino Tickets from a treasure sphere – useful if you are planning a trip to Serendipity (see overleaf). The ramp to the east (A) on the accompanying map) takes you towards your next destination. At the top of the ramp, head north and turn the corner to trigger a cutscene. After it ends, interact with the terminal to read the Academia Defense System Primer. You must defeat the security robots to remove the glowing barricades. There is more than one path through the area; we present the most direct route.

01

2 After reading the Primer, you are given a Map of Academia. In the corridor to the north (B), you can speak to Miss Horizon to start the Academic Rank: Paradox Professor side quest (see page 136 for more details), shop with Chocolina, and open a treasure box containing the 'Farewells' Gate Seal. Chocolina has a number of new items on sale. The Raging Arc and Blazing Spirit weapons cost a substantial 4,500 gil each, but offer a significant boost to Strength and Magic.

Once you are ready, fight the three Koboldroid Yin enemies (C), then head up the small steps to the south just beyond the barrier (📷 02). Head east again to position D, where you must fight the Fencer enemy. With a solid party, you can beat this opponent quickly with Relentless Assault, though its propensity for targeting a single party member with a succession of attacks can make it fairly dangerous. If you experience difficulties, use Delta Attack.

02

03

3 When the barrier is lowered, head up the steps leading north to trigger a cutscene. When this ends, you must fight a Ghoul and a Taxim. Afterwards, operate the control panel to reverse the direction of the moving walkway and run down to reach the Grand Avenue area. You will now regularly encounter Taxims. Their Wound attack is powerful, but they fall quickly. They will also on occasion use Blizzara, an attack with a wide radius of effect that packs a nasty punch.

Continue along Grand Avenue until you trigger a cutscene; following this, the Nelapsi enemy type will begin to appear in battles. You will now almost exclusively fight combinations of Nelapsi and Taxim. Head down the steps to reach the Central Bridge area. After the cutscene, jump over the broken walkway sections to reach the west side of the map (📷 03). Operate the control panel at position E, then head up the ramp to arrive in New Town. Battles become more difficult at this point, with each encounter featuring larger numbers of enemies, but you should be amassing Crystogen Points at a fairly ferocious rate as a consequence.

04

4 Head south, then west, and finally north (📷 04), then attack the Fencer robot in front of the security barrier (F). Approaching the next waypoint begins a continuous sequence of cutscenes and mandatory combat encounters, so be sure to spend any accumulated Crystogen Points beforehand. We would also recommend that you have a highly defensive Paradigm such as Tortoise (SEN + SEN + SEN) or Consolidation (MED + SEN + SEN) in your Paradigm Deck. If you equip your party leader with the Grimoire Hat, a fairly well-leveled party can get through the final boss battle here using Potions – avoiding the need for a dedicated Medic.

There is a cutscene when you reach the waypoint, followed by a fight with a Nelapsi and a new foe: the Cocytus. Defeat the Nelapsi before you tackle the Cocytus. This enemy has far more HP than other opponents, and its Levinbolt attack inflicts a reasonably worrying degree of damage. Stick to Relentless Assault and focus on driving up the Chain Gauge; subsequent encounters will be easier once its immunity to Lightning and weakness to Wind have been revealed. After another cutscene, this will be demonstrated when you fight a second mandatory battle against a single Cocytus. After the next cinematic interlude, you must fight a boss battle against Zenobia, potentially one of the most challenging opponents you will have faced so far.

Zenobia uses its Defensive Stance ability to render itself impervious to damage from the start of the battle. To break this state, you must attack and defeat the Vaballathus tentacles. Start the battle aggressively with Relentless Assault until the tentacles have been dispatched, then use occasional Potions to attend to injuries while you drive up Zenobia's Chain Gauge.

Once Zenobia has been Staggered, your two Ravagers can easily increase the Chain Bonus to a total close to the 999% maximum and reduce its HP gauge to a small fraction of its initial total... but this is but a trap designed to punish over-confidence. The Stagger period may end slightly prematurely, with Zenobia using its Defensive Stance ability to turtle up once again. This is your cue to switch to a highly defensive Paradigm immediately, as the Onslaught attack that follows is witheringly potent (05).

When the Vaballathus reappear, heal if required then switch to Delta Attack; while stronger parties can attempt to defeat the tentacles with Relentless Assault, these opponents are more powerful and aggressive this time around. Once you have destroyed them all, Zenobia should fall not long after you Stagger it for a second time. The Cinematic Action sequence at the end of the fight features the following button commands: L, L + ○/B, L + ○/B, L and, finally, ⊗/A (repeatedly). The post-battle rewards include the Tower Artefact, Zenobia Fragment and 6,000 CP. Travel to the Gate at the waypoint and use the Tower Artefact to activate it and unlock Augusta Tower (200 AF).

On your return to the Historia Crux, however, you must first take a detour to the Augusta Tower (300 AF) destination to collect an item required to make meaningful progress in the 200 AF version of the area. If you have yet to do so, you can unlock Augusta Tower (300 AF) by using a Wild Artefact to activate the Gate on the west side of the Pass of Paddra in Yaschas Massif (01X AF). If you no longer have the one you picked up during your earlier visit to Sunleth Waterscape (see page 46), you can consult the Wild Artefact overview on page 263 to find another in a different location.

05

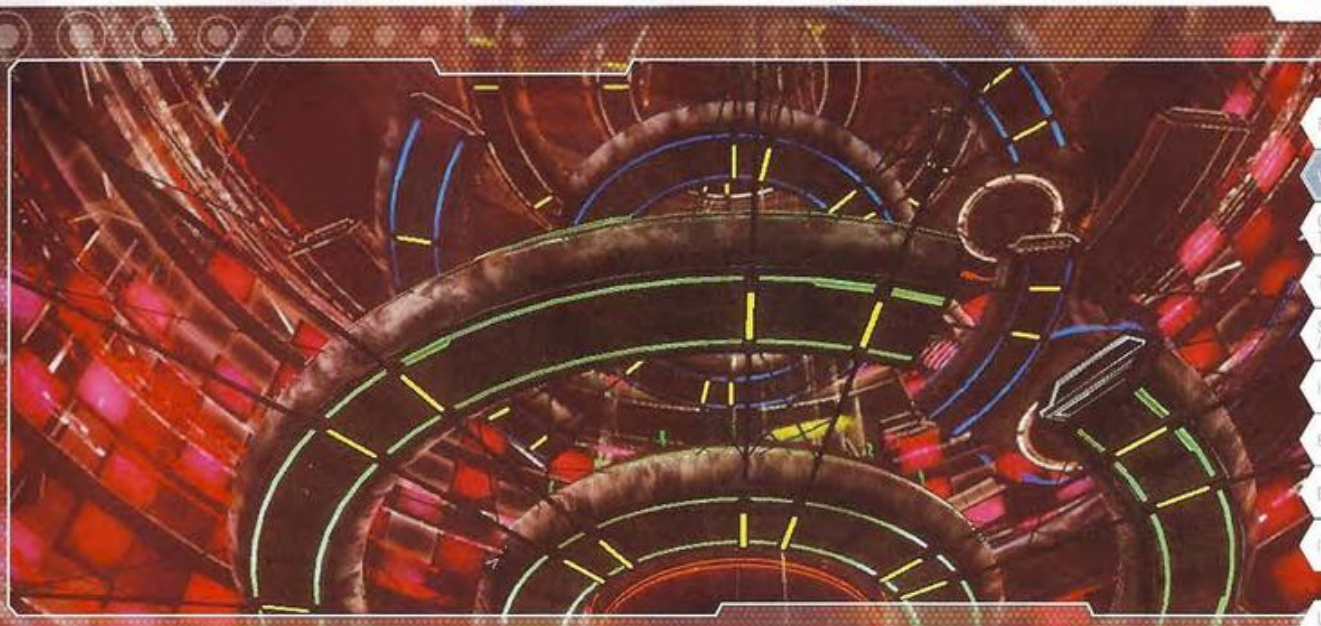
SERENDIPITY & FRAGMENT SKILLS

Located below Yaschas Massif (01X AF) on the Historia Crux, we suggest that you pay **Serendipity** a visit in the early stages of Episode 4. This playground features gambling, Chocobo races, vendors who sell a wide range of exclusive items, and a special individual known as the Mystic. You can find our extensive Tour Guide entry for this (enemy-free) locale on page 117.

In addition to taking a break for a little leisure, the main reason to visit Serendipity at this stage is to speak to the Mystic to unlock **Fragment Skills**. These special (and entirely optional) abilities gain their own main menu entry after your first conversation with the Mystic, and are unlocked by hitting very specific Fragment collection milestones. You can obtain at least two new Fragment Skills during your first visit:

- **Mog's Manifestation** improves the Moogle Throw. Once activated, Mog will reconnoiter the area where he lands whenever you hurl him at a random position (or miss the treasure container or collectible you were actually aiming for), and may return with an item that he finds. These are usually nominal bonuses – such as 1 gil, a Potion, or an Adornment – but there are occasions where the Moogle will unearth a surprisingly valuable treasure. See page 125 for more information.
- **Haggler** increases the price that Chocolina will pay for objects that you sell to her by 10%, offering a small but significant increase in the profit you make by selling surplus items, or by farming monsters to obtain high-value objects to accumulate gil.

You must manually activate Fragment Skills in the submenu to enjoy their effects. Most Fragment Skills are unavailable until late in the main narrative, or locked until you finish the story. You can find a full list of all potential abilities – and when they become available – on page 125.



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AUGUSTA TOWER (300 AF)

Tour Guide: See page 100

6 Both Augusta Tower locations feature puzzles where you rotate rooms to create paths to your next destination. In this walkthrough, we focus solely on guiding you to story objectives; for information on collectibles, refer to the Tour Guide chapter.

Interact with the console to rotate the room, then head out onto the walkway. Operate the next console, then run through the next room to reach the outer walkway. Follow the path to the south. Operate the next console twice to rotate the nearby room and return to the inner walkway (📷 06). A brief cutscene will show the arrival of the elevator in the center of the area. Examine the control panel on the elevator to ride it up to the 14th Floor.

06

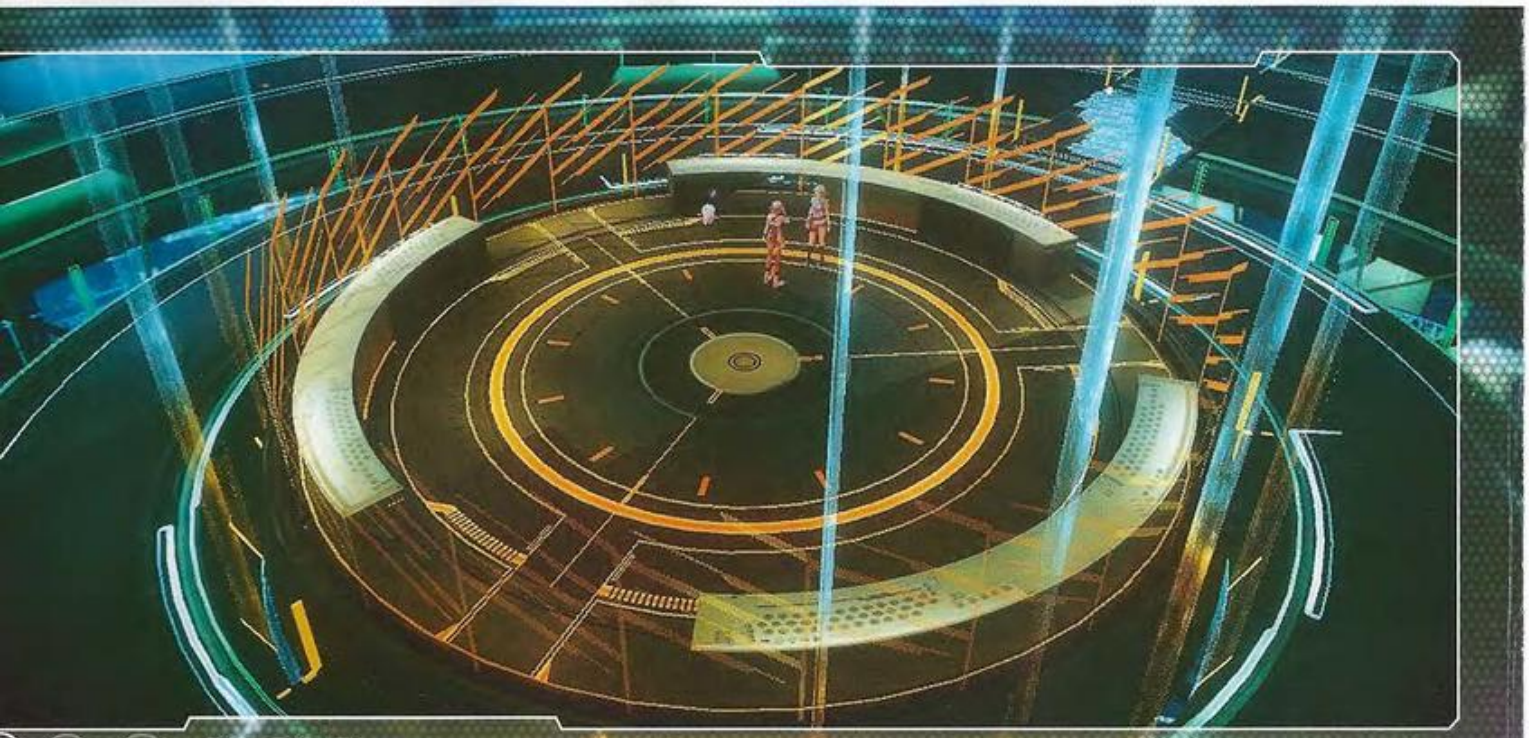
7 Each floor features monster encounters, but these will be fairly inconsequential at this point in your party's development. The most noteworthy is the Flanitor: a monster focused solely on healing, and a potentially interesting addition to your Paradigm Pack.

Run to the west, towards Chocolina, to trigger a brief cutscene. Interact with the console next to Chocolina twice (📷 07), then head into the room to the south and interact with the console inside twice. You can now reach the elevator and activate the control panel to ride it to the 15th Floor.

07

8 Head through the room to reach a control panel, then operate it three times: this will enable you to reach the walkway to the west (📷 08). Rotate the next cubicle twice, then interact with the orange holographic screen inside. When the Live Trigger appears, the correct answer is "1237172" – and (for those paying attention) an explanation for the strange number announcements that you will have heard during your journey to this point. You will obtain the Entropy Board and 500 CP; when play resumes, you'll also acquire Access Key 50, an item required to reach the 51st Floor in Augusta Tower (200 AF). Select "Return to Historia Crux" from the Pause menu and head there straightaway: there is nothing more that you can accomplish here for now.

08



AUGUSTA TOWER (200 AF)

Tour Guide: See page 144

9 Examine the holographic screens to trigger a cutscene, then run out onto the outer walkway. Enter the room to the south, then – once again – interact with the holographic screens until a Live Trigger appears. The correct answer is 9261. After the cinematic interlude you will obtain the Map of Augusta Tower. Move to the inner walkway, collect the Wild Artefact from the northern end (📷 09), then approach the waypoint. After the cutscene, interact with the control panel to the south. After the short cinematic that follows, you are told that you require an Augusta Tower Access Key (which is actually Access Key 50) from another location. Fortunately, as you have already retrieved this from 300 AF, you can interact with the panel again to move a platform into position and activate the central walkway.

09

10 Approach Alyssa at the waypoint and speak with her. Activate the panel to the south; you can also stop off and shop with Chocolina in the nearby room. The three accessories in her Special category are very interesting, but you are unlikely to have the required Components (or, indeed, Capacity rating) to purchase and equip these right now. Speak to Alyssa's Duplicate again; after the cinematic interlude, spend available Crystogen Points, then walk onto the elevator platform and converse with her a third time to move to the next floor. You will be attacked by a group of new enemy varieties when play resumes. Deal with the weaker Vespid Soldiers and Zwerg Metrodroid before you tackle the Orion. In a second battle, you must fight another Orion accompanied by four Vespid Soldiers; in a third, an Orion is flanked by four Zwerg Metrodroids. The same tactics apply for all encounters.

10

You will now regularly run into enemies for the rest of your time here. Your stay on the 51st Floor begins with a simple puzzle: you must use the control panels to rotate the rooms to create a continuous path to the waypoint (📷 10).

- Rotate the southeast room once.
- Rotate the southwest room once.
- Rotate the west room three times.
- Leave the northwest room alone.

You can now head straight for the waypoint. On arrival, examine the holographic screen to obtain Access Key 52. Return to the central elevator and ride it to the next level.

11 The Dragoon enemy type appears on this floor (📷 11), and will be a regular opponent during your time here. They fall quickly under a sustained assault, but will bedevil your party with rapid and powerful attacks until disabled: make them your priority targets whenever they appear. You also need to be quick to score a Preemptive Strike, as they will move rapidly for your party from the moment they spawn. There is a silver lining, though: if you obtain this Monster Crystal, you will find that this "Early Peaker" COM is a cheap and thoroughly effective addition to your Paradigm Deck. We strongly recommend that you capture one before you leave.

Head into the southwest room and rotate it once. Travel to the west room and use the panel to rotate it twice. Head out onto the small walkway to the east and activate the panel twice. Return to the west room and rotate it twice, then travel to the waypoint and interact with the holographic screen to acquire the Top Floor Access Key. Retrace your steps back to the southwest room, then rotate it once to return to the central elevator.

Spend points at the Crystarium before you activate the panel to ride it to the top floor. This triggers a battle against a Greater Behemoth: a hard-hitting foe who will completely heal itself, stand on its hind legs and assail your party with greater ferocity when you reduce it to approximately 40% HP. You may be tempted to switch to a more defensive Paradigm at this point, but it's better to exploit the accumulated Chain Bonus to score a quick kill. If your party struggles to put this opponent down quickly, it's probably an indication that you are a little under-leveled.

Head up the stairs to reach the upper floor level; a cutscene will begin as you approach the center of the room. This is followed by a boss battle.

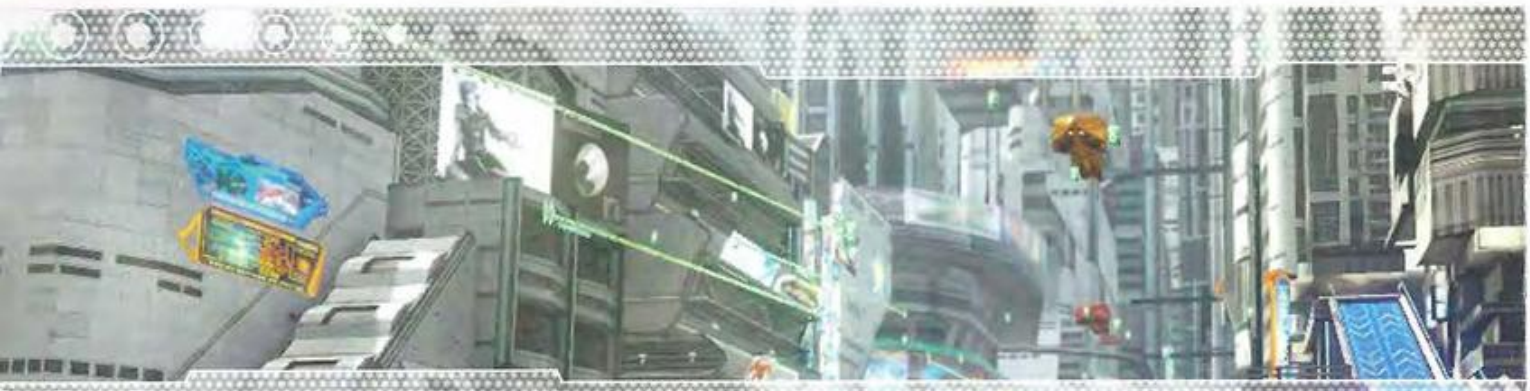
12 Disable the **Left Manipulator** and **Right Manipulator** before you focus your attacks on **Proto fal'Cie Adam** (📷 12). This boss falls incredibly quickly once Staggered, so raw aggression in the form of Relentless Assault is the best strategy.

After a cutscene, Proto fal'Cie Adam is resurrected – but he's slightly more challenging this time. Once again, defeat the Manipulators first. Switch to a defensive Paradigm when the first Stagger period is almost over: this will protect your party from a damaging attack. A fairly average party should defeat him shortly after the second Stagger. This is followed by a Cinematic Action sequence: press L, L, L + ○/B, ⊗/A (repeatedly) + L, then ⊗/A (repeatedly). The Live Trigger that follows is a puzzle of sorts; only the correct answer will prevent Proto fal'Cie Adam from reappearing. Look away *now* if you would rather solve this for yourself.

When the Live Trigger appears, select "Scream at Hope" to advance the story and obtain the Proto fal'Cie Adam Fragment and 6,000 CP. Open the treasure box to pick up your Live Trigger Reward, then interact with the console at the waypoint marker. Finally, approach the gate and use the Artefact of Rebirth to activate it and unlock Academia (4XX AF).

11

12



ACADEMIA (4XX AF)

Tour Guide: See page 148

13 While Academia (4XX AF) has plenty of diversions (including the opportunity to hunt down the treasure spheres you left behind during your journey through the Cie'th-infested 400 AF locale), there are actually no indigenous monsters and very few core story objectives.

Your first goal is to head to the Academy Headquarters in the northern portion of the map. After riding the first moving walkway, examine the terminal next to Chocolina for a Primer on the Thirteenth Ark (📷 13), followed by a short optional cutscene. Use one of the two walkways to the east or west to continue north, and it's then a fairly short stroll to the Academy Headquarters entrance. Inside, you can speak with Dr. M to formally begin the Academic Rank: Monster Professor side quest (by far the most challenging objective in the entire game), and play with the Brain Blast quiz terminal (see page 151).

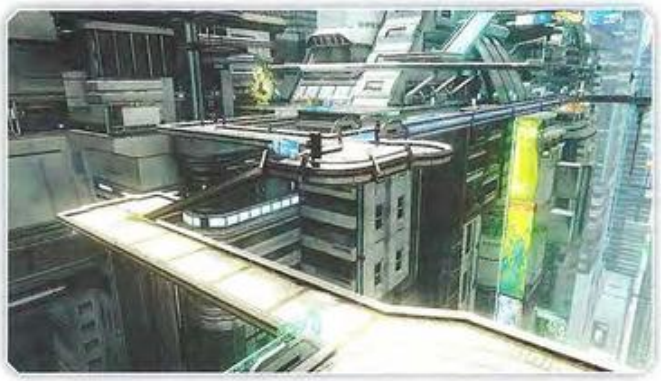
When you are ready, proceed through the north door to enter the Research Facility and speak with Hope; when the cutscene ends, speak with Alyssa twice. You will then get a Primer introducing Graviton Cores, a special type of Fragment that must be collected to continue the main storyline. Speak to Hope repeatedly for additional conversations, including a Live Trigger. Once all potential discussions have occurred, a treasure box containing a Live Trigger Reward will appear on the east walkway.

It's now time to set out and hunt for Graviton Cores. Speak to the Receptionist in the entrance hall to unlock entries in the Fragments menu and obtain clues on their locations. You need to deliver five of the total seven Graviton Cores to Alyssa: we reveal where to find these on the page to your right. When you are ready, select Return to Historia Crux and begin your search.

13

14 Once you have the five Graviton Cores, speak to Alyssa. You need to hand each Graviton Core to her in separate exchanges. Once she has three, a cutscene will begin where Hope reveals that he can create a weapon with a Chaos Crystal. This object (it's actually a Fragment) can be purchased from Serendipity: see page 117 for details. Now deliver the final two Graviton Cores to trigger a cinematic. Alyssa will inform you that the broken Gate to the south is now in full working order; she also gives you the Vagabond Artefact required to activate it. Speak to your companion at the exit, then leave the Academy HQ.

Chocobos are unlocked, but save your Gysahl Greens – the Gate, highlighted by a waypoint marker, is a short walk to the southeast (📷 14).



14

Important Note: Activating the Gate at the waypoint marker and selecting "Yes" in the Live Trigger prompt that appears begins Episode 5. This lengthy gameplay chapter is unusual in that you cannot explore the Historia Crux at all until you complete it. For this reason, we strongly advise that you attend to side quests and optional activities of interest to you before committing to further progress in the main storyline.

It's also important to ensure that your party is suitably prepared for the challenges that lie ahead. We would suggest the following (rather conservative) baseline requirements:

- Serah should have at least 1,500 HP (unadjusted by accessories); this should mean that Noel's HP is over 2,000. It will be beneficial if Serah has a degree of proficiency in the Medic and Saboteur roles.
- You should have a Paradigm Pack featuring a suitably powerful COM, RAV and SEN: the Dragoon, Albino Lobo and Pulse Knight recommended earlier in the walkthrough will be more than sufficient, though you can replace these with more powerful monsters if your travels have regularly taken you away from the main narrative.

When you are ready, interact with the Gate and select The Void Beyond (??? AF) to proceed.

GRAVITON CORES

Before you begin your hunt for Graviton Cores, check the Fragments menu to make sure that you haven't (without realizing) already picked up one or more during your travels. Graviton Cores are "out of phase" with the locations where they appear. This makes them hard to spot, and necessitates the use of the Moogle Hunt to collect them. The screenshots and descriptions offered here will guide you to each of the five easiest Fragments to collect.

NEW BODHUM (003 AF): GRAVITON CORE ALPHA

Tour Guide Map: see page 84

This Fragment is located in the Tidal Shallows area, hovering above a metal hatch.

BRESHA RUINS (005 AF): GRAVITON CORE BETA

Tour Guide Map: see page 86

This Fragment is located in a "secret" walled-off area in the east of the Echoes of the Past zone, which is only accessible if you are riding a Chocobo. Approach the northwest corner of the surrounding wall and hold ◎/Ⓑ to jump and fly over it. Dismount on landing and perform a Moogle Hunt in the north of this enclosed space to reveal the Fragment.

OERBA (200 AF): GRAVITON CORE GAMMA

Tour Guide Map: see page 93

Another Fragment that requires a Chocobo to collect, Graviton Core Gamma is situated on a rooftop close to the center of the map, just north of Chocolina in the area below. To reach it, look for the gap in the wall on the main road that runs into Oerba; hold ◎/Ⓑ to fly over to it.

ACADEMIA (400 AF): GRAVITON CORE DELTA

Tour Guide Map: see page 134

If you are returning to this location for the first time after your story-mandated visit, you will arrive at the Gate in the north of New Town. This Fragment is located at the bottom of a moving ramp, just north of Chocolina – you will need to jump repeatedly to descend and reach it. Once you arrive at the bottom, tap L1/L1 to move Mog into position for the required Moogle Hunt.

YASCHAS MASSIF (100 AF): GRAVITON CORE EPSILON

Tour Guide Map: see page 138

To unlock Yaschas Massif (100 AF), you must activate the Gate in the New Town area of Academia (400 AF) with a Wild Artefact (see page 263). Reaching the Gate means wading through the marauding Cie'th, but it's actually a short journey to the south. Jump repeatedly to descend the blue moving walkway close to Chocolina, then ride the red walkway directly to the east to descend to the bottom level. You can then run south to arrive at the Gate. When you reach Yaschas Massif (100 AF), head for the northwest of the Pass of Paddra. Some of the enemies in this zone can be rather tough to beat; see page 139 of the Tour Guide for information.

THE VOID BEYOND (??? AF)

Tour Guide: See page 174

1 Walk along the linear path until free movement is restored, then immediately visit the Party Paradigms screen and configure a suitable Paradigm Deck; see the accompanying table for suggestions. This is necessary as Serah and Noel will be separated for the immediate future. Mog will also remain "out of phase" with Serah until you hit a later story milestone. You can still use the Moogle Hunt, and the Mog Clock will appear when enemies materialize, but you cannot use the Moogle Throw.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	MONSTER	NOTES
Slash & Burn	RAV	COM	The staple weaken 'n' wither Paradigm, and a good fit for most battles.
Lifeguard	MED	SEN	A defensive Paradigm suited to withstanding powerful assaults – or recovering in the aftermath.
Undermine	SAB	RAV	If you have unlocked the SAB role for Serah, this enables you to weaken stronger opponents while maintaining steady Chain Gauge increases.
Stumbling Block	SAB	SEN	A Paradigm that can be extremely effective in a forthcoming fight if Serah is perhaps a little under-leveled.
Misdirection	COM	SEN	Handy as a temporary measure if you need to defend while maintaining the Chain Bonus.
War & Peace	MED	COM	Another temporary Paradigm; the MED can heal the party while the COM inflicts damage and prevents the Chain Gauge from depleting.

You can now be attacked by monsters at any time in this area, though these are consistently low-level opponents. You must speak to five separate versions of Yeul, each one marked by a waypoint, as you progress through the area. A Fragment is awarded automatically after each conversation, in addition to a bonus of 600 CP; you can also open a treasure box containing a Live Trigger Reward after talking with the second Yeul. The fifth Yeul can be found after climbing the steps (📷 01), just inside the Throne of the Goddess area visited (albeit briefly) on your two previous journeys to this eerie location.

Climb to the top of the steps and perform a Moogle Hunt before the final short flight to reveal Chocolina if you need to pick up new provisions; her inventory is unchanged from Academia (4XX AF). Spend all available points at the Crystarium, then check the area for collectibles that you may have missed on your previous visits. Finally, speak to Yeul at the waypoint to trigger a boss battle.

01

2 **Caius Ballad** begins the fight by launching an immediate attack on Serah, and will then gradually augment himself with status enhancements. He will also inflict status ailments.

As two-member Paradigms limit your tactical options, we suggest that you immediately switch to Lifeguard when the battle begins, in order to better withstand and recover from Caius's opening assault (📷 02), then alternate between Slash & Burn/Undermine and War & Peace. If you struggle, an alternative option (though rather slow-moving) is to choose Stumbling Block, then manually select Wound from the Abilities menu; repeat this attack (with occasional breaks for healing or brief Potion interludes) until your opponent falls. When the battle ends, Serah is automatically transported to a new location.

02

NEW BODHUM

Tour Guide: See page 176

3 Speak to Lebreau, Yuj, Maqui and Gadot to have four separate conversations, each with its own Live Trigger, then enter the NORA House to begin a cutscene. When it ends, open the treasure box by the rocks to your right to pick up your Live Trigger Reward.

Walk onto the pier (📷 03) and speak to Lightning to trigger another cutscene. When the Live Trigger appears, select "Yes" to unlock the Fate and Freedom Paradox Ending. When this cutscene is over, you will obtain a Fragment and return to the Historia Crux. Select the "Hollow Seclusion" destination. On your return, speak to Lightning again, this time selecting "No" to move the story forward.

03

4 After the cutscene, head east to the Meteorite Impact Site; use the Tidal Shallows shortcut. All areas of the map outside the Town Square are now populated predominately by Cie'th. The Strigoi enemy is the only real danger here (📷 04): it can inflict Daze, preventing Serah and her monster companion from performing actions. You should generally ignore other opponents and concentrate on killing these first, or be prepared to use Remedies. You may also encounter the Pantopoda and Pleuston enemy types if you linger in the Winding Way. These are actually indigenous to a later area, and may be a little tough if you fight them now. Chocolina can also be found in the Winding Way zone, but she has nothing new to sell.

When you reach the Meteorite Impact Site, approach the figure in the center of the area and interact to begin a cutscene. When play resumes, open the treasure boxes in the southeast and north of the area to gain the Fang's Crown Fragment and Vanille's Fruit Fragment; each one offers a bonus of 600 CP.

Finally, enter the Spacetime Distortion in the center of the Meteorite Impact Site to depart. From the Historia Crux, select A Dying World (700 AF).

04

A DYING WORLD (700 AF)

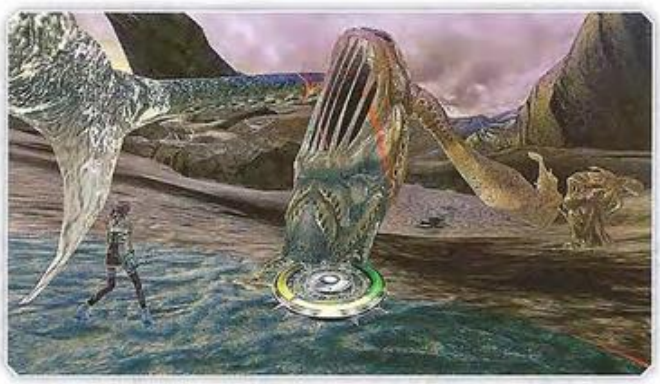
Tour Guide: See page 178

5 As with your stay in The Void Beyond, much of the action in the A Dying World area is focused on story development. You begin in the Beaten Path area. Walk west until you reach Noel, triggering an automatic cutscene. After it ends, return to the east and approach Noel again for another cinematic. Attempt to speak to Caius; when play resumes, the Farseers' Settlement area is unlocked. There are many "phantom" NPCs dotted around the area. You can use the Moogle Hunt to bring them into the present, but this serves no purpose. Chocolina can be found in the northeast of the area. She has four new weapons in stock, though you should have no urgent need for any of these.

There is a treasure sphere in the center of the area, a short walk southwest from Chocolina, that must be revealed with the Moogle Hunt ability (📷 05). This contains the Map of a Dying World. Perform a Moogle Hunt to reveal Noel in the south of the village, then try to strike up a conversation with Yeul. Follow Noel to trigger the next cutscene. In the battle that follows, Noel must fight Caius alone; you can triumph with Auto-battle and judicious use of Potions.

05

Follow Noel to the northeast area, the Farseers' Relic. Approach him to trigger a long cinematic interlude. When play resumes, you begin in an area called The Border, the previously inaccessible area to the west of the Beaten Path zone. Approach Noel to trigger the next part of his tale; if you lose track of him, open the main map and look for the green dot. The journey continues in this vein until you reach the Sandy Highlands. At this point, spend available Crystogen Points, then run to meet Noel.



06

6 Noel and Serah are finally reunited in the brief battle against Gogmagog, which will end swiftly once the monstrosity has been Staggered. When the subsequent cinematic ends, you will obtain Gogmagog Fragment Gamma and 15,000 CP; a treasure box containing your Live Trigger Reward will also materialize directly ahead. Spend time at the Crystarium immediately, then rearrange your Paradigm Deck. See the accompanying table for suggestions on a few staple Paradigms that you will need for the immediate future.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	NOTES
Relentless Assault	RAV	COM	RAV	While it's still the default Paradigm for many generic enemy encounters, you will find that the defensive security of Delta Attack will be necessary for tougher battles that you face during the final stretch of the main storyline.
Delta Attack	RAV	COM	SEN	For parties in line with our suggested leveling progression, you may need to use this Paradigm in battles where you face multiple strong opponents, then switch to Relentless Assault for a sprint finish once you have reduced their numbers.
Solidarity	MED	COM	SEN	Useful for healing the party in quick transitions from the Delta Attack Paradigm. The lone COM will maintain the Chain Gauge while the MED restores allies to full health. Alternatively, you could opt for Attrition (SAB-MED-SEN) to inflict status ailments instead.

Your next task is to travel back to the Farseers' Relic zone, which is a fairly lengthy trek. While you can technically begin looting treasure spheres and exploring, we suggest that you leave this until a later return – the large area in the northwest is sealed for now, and you can't pick everything up until Mog is completely restored. Random encounters are reactivated at this point, and some of the adversaries you face in this location can be challenging in large groups – particularly the Garganzola enemy type (📷 06). Even the diminutive, colorful Apotamkin can cause you problems if you meet them in a pack. Be prepared to use Delta Attack as your primary Paradigm in these confrontations.

When you arrive at The Farseers' Relic, interact with the position at the waypoint. Afterwards, speak with Mog. Examine the Spacetime Distortion and choose to step into it. This transports you immediately to a new location.

NEW BODHUM (700 AF)

Tour Guide: See page 182

7 After taking a moment to observe this desolate shadow of a once-vibrant settlement, head directly for the Spacetime Distortion close to the broken pier. This initiates a lengthy sequence of momentous cinematics. When these end, a Primer will appear to introduce the Advanced Moogle Hunt. You can use this straightaway in the north of the village (west of the former NORA House) to find the Artefact of the Ark (📷 07). A treasure box in the center of town, northeast of the pier, contains the Map of New Bodhum (700 AF); another hidden treasure box on the west side of the Town Square contains the Supply Sphere Access Code and the Hope's Message Fragment. Opening the latter triggers a brief cutscene. See the Tour Guide for more information on collectibles and points of interest in this small location.

Finally, interact with the Gate and use the Artefact of the Ark to continue. This formally unlocks A Dying World (700 AF) and New Bodhum (700 AF) as Historia Crux destinations, and adds a new locale: Academia 500 AF. You are now free to explore areas as you see fit. Even if you wish to press straight ahead in the main storyline, we advise you to visit the Mystic in Serendipity to collect two new Fragment Skills beforehand.

07

ADVANCED MOOGLE HUNT

This minor upgrade enables Mog to reveal rare varieties of "out of phase" containers or collectibles, identified by the rings that rotate around them (📷 08). If you have been focusing solely on main story progression, you may not have noticed these before now. Previously impervious to the Moogle's attentions, these objects can now be looted or collected after a Moogle Hunt.

08

FRAGMENT SKILLS

Your collection of Fragments as story progression rewards in The Void Beyond and A Dying World unlocks two new Fragment Skills from the Mystic in Serendipity.

- The **Anti-grav Jump** offers a major upgrade to the basic jumping ability of Serah and Noel. By holding ◎/Ⓑ, you can now make them leap over longer distances, and stay aloft for an extended period of time. This doesn't quite compare with the jumping and limited flying skill of a Chocobo, but it's a thoroughly useful ability that will soon be put to use in Academia (500 AF).
- **Bargain Hunter** provides a 25% discount on the prices charged by Chocolina and the two Casino Shops: a welcome perk.

ACADEMIA (500 AF)

Tour Guide: See page 188

1 **Important Note:** If Serah and Noel have less than 2,000 HP and 3,000 HP respectively, we strongly advise that you venture elsewhere and complete side quests to earn additional Crystarium Points before you continue. If you have yet to obtain the Anti-grav Jump from the Mystic in Serendipity, we also suggest that you do so now: this augmented jumping ability is very useful here.

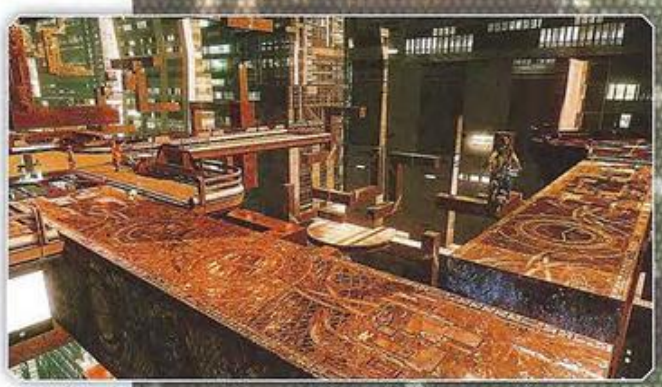
The Primer that appears after the opening cinematic introduces the Labyrinth of Chaos and the Cactuar Statues that enable you to create manual checkpoints. Open the treasure box to your right to obtain the 'Determination' Gate Seal, then run down the slope (don't forget to jump the gaps! (📷 01) and activate the first Cactuar Statue. You can then shop with Chocolina, who has some highly interesting new items in stock. If you have focused almost solely on core story progression to this point, the Izanami and Vajradanda weapons could represent a sound investment for those seeking to complete the storyline in the most direct manner with a relatively low-level party. For a complete appraisal of all weapons in Final Fantasy XIII-2, turn to page 256 of the Inventory chapter.

01

2 Head north past Chocolina to view a brief cutscene that introduces the movements of the floating platforms. Wait until the two on either side of your position rotate into place, then head west (📷 02). Enemy encounters will begin to occur from this point. Use Delta Attack as your default Paradigm against the Yeoman and Mánagarmr enemy types if you only meet our minimum HP requirements; you should be able to defeat the groups of Pantopoda and Pleuston with Relentless Assault alone. This is actually a good moment to configure your Paradigm Deck for the challenges that lie ahead.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	NOTES
Relentless Assault	RAV	COM	RAV	The default Paradigm for many generic enemy encounters.
Delta Attack	RAV	COM	SEN	You may need to use this Paradigm in battles where you face multiple strong opponents, then switch to Relentless Assault once you have thinned their numbers.
Attrition	MED	SAB	SEN	Useful for healing the party in quick transitions from the Delta Attack Paradigm. The SAB will inflict or refresh status ailments while maintaining active Chain Gauges.
Variety	MED	SAB	RAV	This specialist Paradigm is extremely efficient in the final boss battle. While Serah heals the party, Noel and your monster RAV focus on driving up the Chain Gauge and inflicting status ailments.
Cerberus	COM	COM	COM	An ultra-offensive Paradigm that proves useful in very specific situations during the closing battles of the main storyline.
Tortoise	SEN	SEN	SEN	An essential strategy for the final boss battles, this Paradigm enables your party to withstand devastating assaults.



02

03

04

05

3 Wait until the platform to the north moves into position (03), then head for the steps; at the top, activate the next Cactuar Statue. Run to the east to open the treasure sphere to obtain the Map of Academia (500 AF), then return to the west. Continue north, up the next set of steps, then head east at the top to reach the waypoint in the center of the area.

After the cutscene, you must fight **Pacos Luvulite** and **Pacos Amethyst**. Amethyst is vulnerable to Fire damage, but absorbs Ice attacks; Luvulite is weak against Ice, but absorbs Fire. They both possess several status immunities, and experience halved damage from Lightning and Wind. If you have Librascopes to spare, using one at the start of the battle will make this boss encounter far more manageable.

Go for a fast start with Relentless Assault, then switch to Variety to heal once your party sustains injuries. Both enemies are susceptible to Deprotect and Deshell, so the contribution of your Saboteur while you restore everyone to full HP can make a big difference. Once you defeat the first of the two, the remaining opponent can cast Split to revive its fallen ally. Use Relentless Assault to engineer a swift finish before they can perform this. You will obtain the Amethyst and Luvulite Fragment and 8,000 CP as a reward.

4 Interact with the Chaos Block to change it to blue (04), then head up the steps to the west. Wait until the platform swings into position, then travel south. Activate the Cactuar Statue, then switch the Chaos Block further south to red. You can now head back to the top of the steps in the north. Once the L-shaped platform rotates in your direction, jump onto it and head to the solid surface to the west; when the platform moves to its second position, use it to reach the next solid surface and, further east, the next waypoint marker. Activate the Cactuar Stone to create a checkpoint.

The vast majority of battles in this general area pit you against Yeoman or groups of Pantopoda and Pleuston. These battles provide respectable sums of Crystogen Points, with useful Monster Materials often present in the Spoils. It's actually a rather profitable farming spot, if you're so inclined.

5 Jump onto the T-shaped platform, then ride it to reach the solid surface to the west. Change the Chaos Block here to blue, then jump back onto the T-shaped platform. Wait until it rotates 180 degrees, then jump to the solid platform and open the treasure box to obtain the 'Sisters' Gate Seal. Wait until the steps further east move into position, then run up them to reach the platform above. Activate the Cactuar Statue.

You can encounter Apkallu enemies at this point (05). These become incredibly dangerous once they utilize their Power Spritz ability to bestow buffs. The key to beating them is to press for a rapid victory with Relentless Assault.

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6 Jump onto the L-shaped platform to the north, then run to the west and jump onto the T-shaped platform. After it rotates 180 degrees, jump onto the central platform. When the next T-shaped platform to the west rotates into place, jump onto it and ride it until you can reach the waypoint to the far west. Activate the Cactuar Statue, then change the Chaos Block to red.

Turn to face north. Wait until the L-shaped platform rotates to create a path to a small stationary block to the east, then run over to stand on this small safe surface (📷 06). When the next T-shaped platform rotates to your position, jump over to it and ride it to reach the stationary platform to the north. You may encounter the Proto-behemoth enemy here; we suggest that low-level parties just flee from these mighty foes. Run up the steps to the west, then wait for the L-shaped platform to create a path to the steps in the north. Ascend these, then run to the east to trigger a cutscene.

06

7 Open the treasure box to obtain the 'Final Battle' Gate Seal. Approaching the waypoint to the north initiates the final stretch of the main storyline, which features a long succession of major battles. Using the red Cactuar Statue here (📷 07) transports you to the start of the map, and creates a new shortcut leading to this platform in the south of the map, not far from the Gate.

07

As a bare minimum baseline requirement for the final boss battles, Serah should have at least 2,200 HP, while Noel should have in the region of 3,250 HP. While it's possible to triumph with less, it will be a desperately slow and technically demanding challenge. Even at the minimum level we suggest, victory will take time: the final confrontation can last the best part of an hour, where a simple tactical error can necessitate a restart.

If you have followed the Walkthrough exclusively and have not ventured to any "optional" areas, you will have in the region of 40 total Fragments. If this is the case, we recommend that you use the Completion Timeline and Tour Guide chapters to reach something closer to at least 80 Fragments before you proceed to the closing battles. The wealth of Crystogen Points you will accumulate in doing so will make an *enormous* difference. The remaining part of this chapter will assume that you have a relatively low-level party. Those who have taken the time to really level Serah and Noel up will be able to adopt rather less conservative strategies.

Before you approach the final waypoint, we advise you to read the following suggestions.

- While a basic Paradigm Pack featuring an Albino Lobo, Pulse Knight and Dragoon certainly have the capabilities to accompany you to the climactic showdown, you can naturally recruit far more powerful monsters. See page 220 for a comprehensive overview.
- If you are using our recommended Paradigms, Serah will act as the party's primary Ravager and Medic. Equipping her with a weapon that offers a boost to her ATB gauge refresh rate can make a huge difference. At low levels, you should also equip Serah with accessories that increase her maximum HP.
- Ensure that you have plenty of Phoenix Down, Remedies and Wound Potions. You should have accumulated plenty of the first two; Wound Potions can be purchased from Chocolina.
- An easy way to make the boss battles that await more manageable is to pack four Librascopes. Use these at the start of each separate encounter, and you can identify each target's strengths and weaknesses immediately.

8 After the cinematics, you face **Chaos Bahamut**. Use a Librascope immediately. In its hovering form (its default position), Chaos Bahamut favors powerful physical attacks; these usually arrive in pairs. However, it will use the Metamorphosis ability to change its position. When it begins flying, it will use ranged attacks instead. One of these, Megaflare, inflicts immense damage and grievous Wounds. To avoid this, immediately switch to the Tortoise Paradigm to reduce its effects when the notification appears (📷 08).

Chaos Bahamut cannot be provoked by a Sentinel, and does not suffer Wound damage. Use Delta Attack as your offensive Paradigm, then switch to Attrition to heal; this will enable Noel to inflict Deprotect and Deshell while Serah restores the party to full health. Chaos Bahamut does not have a huge amount of HP, and will begin to sustain grievous damage when the Chain Bonus exceeds 250%. Those with sufficient daring (or a stronger party) can take this opportunity to press for victory with Relentless Assault.

08

9 The next battle pits you against **Caius Ballad**. He begins by casting the Eye of Bahamut ability, which can inflict a wide range of status ailments on the unfortunate target (including Daze, which prevents ability use – cut this short with a Remedy). Use Attrition to heal after his opening attack (and ideally hit him with a status ailment), then Delta Attack as your primary offensive Paradigm, returning to Attrition whenever a character's HP falls below 60%.

Just when you think that Caius will fall quickly, he employs his Chain Break ability

to instantly reset the Chain Bonus, even when Staggered. Body and Soul provides Caius with a range of status enhancements; he should use this midway through the battle. Once these are effective, the damage inflicted by his other attacks can be catastrophic. Use Phoenix Down to resurrect fallen allies quickly.

Err on the side of caution after the first Stagger. You will notice that he has a tendency to circle the party during periods of inactivity (📷 09). When this happens, go for the kill with Delta Attack or Relentless Assault.

09

10 **Caius** begins the next encounter by casting Heart of Chaos and Body and Soul, then follows up with Ultima (📷 10). Turtle up briefly with Tortoise, then go on the offensive with Delta Attack.

Caius falls rapidly once Staggered, but will reraise himself when his HP reaches zero; once again, he will cast Body and Soul, followed by Ultima. He is more aggressive in this section of the fight. As in all other battles, he may use Chain Break to reset the Chain Bonus shortly after you achieve a Stagger. Apply the same Delta Attack/Attrition strategy as in the first fight, and employ Tortoise to withstand his powerful Inferno attack.

However powerful Caius's attacks may be, there is a point in this fight where you need to stop healing and just go for the kill. Wait for a break in his actions and then use Delta Attack or Relentless Assault to finish him off once his HP falls below 20%.

10

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11 There are three opponents in this battle: **Amber Bahamut**, **Garnet Bahamut** and **Jet Bahamut**. Defeating the weaker Amber and Garnet brings Jet Bahamut into the fray: this is the "true" boss, and the individual you must defeat to bring the confrontation to an end. However, Jet will repeatedly resurrect Amber and Garnet; complicating matters further, Jet is immune to all attacks while either of its subordinates are present. The one blessing is that this "main" boss simply looks on while you fight its two allies.

Amber Bahamut is resistant against magical attacks; Garnet Bahamut is resistant against physical attacks. In practice, this doesn't make too much of a difference, as they both fall reasonably quickly once you Stagger them and drive up the Chain Gauge. Though their preferred assaults in the early parts of the battle are not particularly vicious, they will use more damaging abilities as the encounter progresses.

Jet Bahamut, by contrast, combines abilities designed to impede your party with hard-hitting assaults such as Abyssal Yawn and Judgment Blade. Jet always casts Break Curse when you defeat both Amber and Garnet, which inflicts a handful of status ailments that, ideally, should be cured instantly. He will also cast Seeds of Destruction to create several items called Ebon Seeds. Though they do not have high HP, these items will self-destruct after a period of time, and must therefore be destroyed before you can renew your attack on their creator. The time you spend attending to these distractions can vastly reduce the limited window of opportunity that you have to assault Jet before he restores Amber or Garnet.

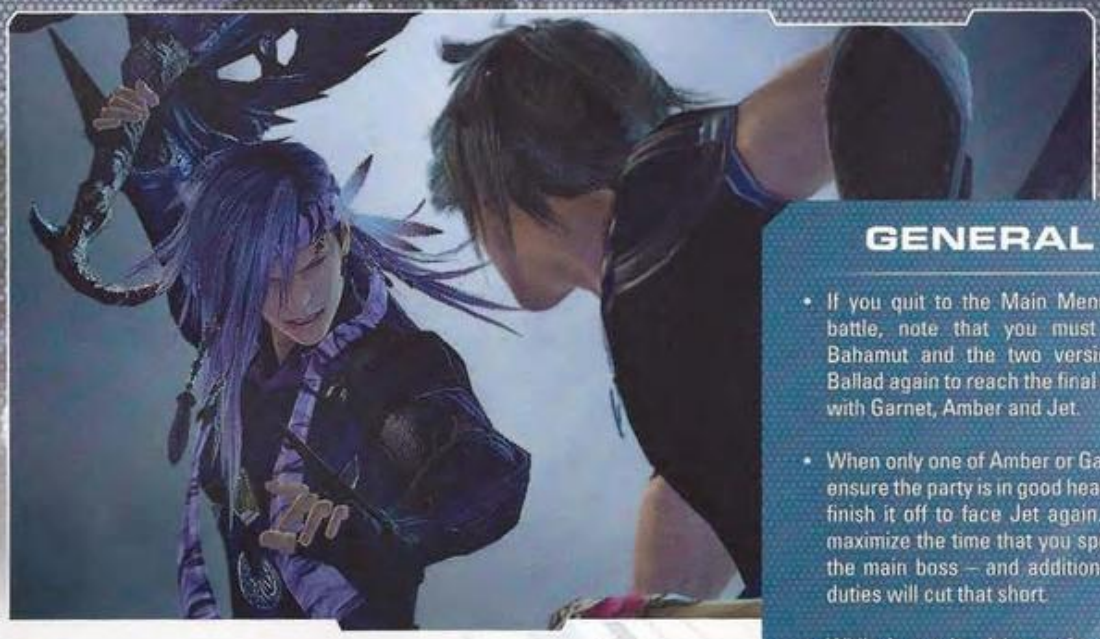
After you have faced Jet Bahamut once, you will periodically notice the appearance of a counter. This starts at Count: 3, and reduces to Count: 1; after this, your party will be subjected to a massive attack (📷 11). Exaflare occurs when all three Bahamuts are active, Teraflare with two, and Gigaflare when Jet is alone; the damage inflicted scales in accordance with the number of Bahamuts present (with Gigaflare the weakest). Whenever the countdown appears, concentrate on healing if required. When the count reaches one, switch to the Tortoise Paradigm immediately to reduce the injuries your party sustains. You will need to also use Tortoise to mitigate the damage from Jet Bahamut's Dying Sun attack, which he starts using once his HP is low.

In short: while you can face Jet for anything up to a few minutes at a time, its attacks often force you to spend time dealing with threats. The key to winning this battle, then, is to be as quick and efficient as you possibly can.

11

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	NOTES
Relentless Assault	RAV	COM	RAV	By far the best Paradigm to use against Amber, Garnet and Jet. The two sub-bosses can respawn at any point, so they're merely an obstruction that prevents you from inflicting injury on the "true" boss; your objective should always be to dispatch them with clinical speed.
Attrition	MED	SAB	SEN	If the party is suffering from numerous status ailments, Attrition is a better fit. We would also recommend this after you face Exaflare, Teraflare or Gigaflare, as these tend to leave the party in a vulnerable state.
Variety	MED	SAB	RAV	Your primary healing Paradigm when you simply need to address minor injuries. This means that Noel and your monster Ravager can continue to drive up the Chain Gauge (with the added bonus of status ailments) while Serah restores everyone to full health.
Tortoise	SEN	SEN	SEN	While it is obviously essential to survive the "-flare" attacks, rapid Paradigm Shifts to *Tortoise* can be used to reduce the damage inflicted by mid-level attacks such as Judgment Blade. You only need use the Paradigm for a brief second, and the difference it makes over the course of the entire encounter can be significant.
Cerberus	COM	COM	COM	Finally, *Cerberus* is an effective way to destroy Ebon Seeds after Jet's Seeds of Destruction ability. You could also employ this Paradigm after Staggering the main boss to focus on overall damage (rather than potentially wasted Chain Bonus increases) before his inevitable retreat with Attitude Shift.



GENERAL TIPS

- If you quit to the Main Menu in the final battle, note that you must fight Chaos Bahamut and the two versions of Caius Ballad again to reach the final confrontation with Garnet, Amber and Jet.
- When only one of Amber or Garnet remains, ensure the party is in good health before you finish it off to face Jet again. You need to maximize the time that you spend attacking the main boss – and additional restorative duties will cut that short.
- While it can be risky, go for all-out attack on either Amber or Garnet when all three Bahamuts are in play. Exaflare is pitilessly powerful, and is something you should avoid.
- If you use Serah as your primary Medic, take manual control and perform the Esuna spell via the Abilities menu. This is much more efficient than leaving the task to the Auto-heal. This is especially important after Jet casts Break Curse.
- As a general rule, always use Phoenix Down to resurrect party members, not the Raise spell – Phoenix Down confers two temporary status enhancements, and also heals cumulative Wound damage.

12 The closing cutscenes feature a single Cinematic Action where you must quickly press just one of the two buttons that appear to influence a key decision – so be sure to keep the controller close as you watch.

After the credit crawl, you obtain 30,000 CP, the Paradox Scope Fragment, and unlock the Valhalla (??? AF) location at the Historia Crux. Though this marks the end of the core storyline, there are still countless challenges and side stories to enjoy – including a number that could not be accomplished before the defeat of Caius in Valhalla. For the truly dedicated, the reward for collecting all 160 Fragments and beating the final boss battle for a second time is a special "secret" addendum to the closing cinematics. We won't reveal what this contains, but rest assured that the Completion Timeline and Tour Guide chapters that follow will assist you every step of the way as you strive to accomplish full 100% completion.

COMPLETION TIMELINE

While the Walkthrough chapter focuses on a story-only playthrough, the Completion Timeline maps out a streamlined, efficient path to the full 160 Fragments milestone, including all side quests and optional tasks. To find information, strategies and miscellaneous points of interest for each individual entry, follow the page references to the comprehensive Tour Guide chapter.

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USING THE COMPLETION TIMELINE

This timeline has been designed to guide your party to face challenges at very specific stages in their development, eliminating extraneous travel between destinations and minimizing the difficulty of generic monster confrontations and boss fights. The central timeline represents all critical main story tasks, with "optional" activities (from side quests to party optimization) appearing when they are first unlocked, or become feasible as realistic objectives. Power gamers who take the time to build an optimal Paradigm Pack may be able to accomplish certain goals (such as conquering the Archylte Steppe bosses) a little ahead of our suggested schedule.

COLOR CODE

COLOR	CATEGORY
	Main Story Tasks
	Fragments & Key Items
	Farming Opportunities
	Monster Recruits
	Points of Interest and Exploration
	Optional Regions

Fragment Collection #1

You will acquire the Delicate Crystal Fragment and Atlas Fragment as story milestone rewards. You should additionally complete the Unio Mystica, Ghast Fragment and Ars Symphonica side quests, and use a Chocobo to collect Graviton Core Beta before you depart for the Historia Crux.

Key Items

'Leaving' Gate Seal: Closes the New Bodhum (003 AF) Gate.

Wild Artefact #1: Acquire and use the Moogle Hunt ability by the Gate in the south of Echoes of the Past.

Fragment Collection #2

After acquiring the Moogle Throw, return to Bresha Ruins (005 AF) and unlock the southwest tunnel section to complete the Vita Lyrica side quest and obtain its Fragment. You can also collect the Butterfly Bow from a treasure sphere in this area - a powerful weapon for Serah.

Fragment Collection #3

Return to New Bodhum (003 AF) to collect Graviton Core Alpha and reach the **4/4 Fragments** milestone for that location.

EPISODE 1

New Bodhum (003 AF) - see page 84

- Clear the beach of hostiles; travel to the north of the Winding Way area to defeat Gogmagog, then visit the Meteorite Impact Site and interact with the object at the waypoint.
- Investigate the three potential Artefact leads in the Town Square area; after questioning the young boy, return to the NORA House and examine the mirror.
- Return to the Meteorite Impact Site to fight Gogmagog a second time, then depart via the Gate.
- See page 30 for a complete walkthrough.

EPISODE 2

Bresha Ruins (005 AF) - see page 86

- After beating Atlas in the opening battle, speak to Alyssa in the northeast of the Excavation Site zone, then travel to the control device in the north of the Echoes of the Past zone.
- Complete the Tile Trial in the Temporal Rift, operate the control device, then defeat Atlas. Speak to Alyssa in the Echoes of the Past area.
- Collect the Eclipse and Reunion Artefacts, then open the Gate of your choosing to begin either of the two possible main story branches.
- See page 34 for a complete walkthrough.

Points of Interest

The Crystarium is unlocked once you obtain Gogmagog Fragment Alpha. Players who would like to obtain the best possible bonuses for leveling Serah and Noel should use the Crystarium optimization plan presented on pages 217 and 218 of the Strategy & Analysis chapter.

Fragment Collection

In addition to Gogmagog Fragment Alpha and Gogmagog Fragment Beta awarded automatically at story milestones, collect the Heart Prism before you depart.

Farming Opportunities

The Spiceacilian and Sarracenia monsters in the Tidal Shallows area can be farmed to acquire all the Potions and tufts of Phoenix Down your party will ever need.

Recommended: Acquire the Moogle Throw

You can start either Part 1 or Part 2 of Episode 3 after the defeat of Atlas. While Part 2 is more difficult, a quick visit to Sunleth Waterscape (300 AF) to acquire the Moogle Throw ability is recommended if you have a party slightly ahead of the development curve (and a maxed-out Pulse Knight as a Sentinel). The opening battle against the Royal Ripeness is a bit of a grind, and will last for several minutes, but acquiring this key ability is worth the trouble – and will cut down on later backtracking.

Farming Opportunities

Bresha Ruins (005 AF) is the best place to farm for Grade 1 Monster Materials. You can acquire Potent Droplets from the plentiful Garchimacera and Gremlins in the external Echoes of the Past areas, and Potent Bolts from Hoplites (and, albeit less efficiently, Pulse Knights) in the west and northwest tunnels.

Monster Recruits

Bresha Ruins is packed with noteworthy monsters. The Pulse Knight (SEN) is the most immediately useful, and the Albino Lobo that appears after the defeat of Atlas a good all-round Ravager, but you should also try to pick up Garchimacera (RAV), Gremlin (RAV), Dendrobium (SAB) and Amanojaku (SYN – post-Atlas).

Optional Areas

While it is possible to unlock and visit Bresha Ruins (300 AF) (via the gate in the southwest tunnels unlocked by acquiring the Moogle Throw) and the Yaschas Massif (110 AF) destination that lies beyond it after the defeat of Atlas, the indigenous monsters in these locations may be a little too tough for a party directly after Bresha Ruins (005 AF). We recommend that you wait until the end of Episode 3 before you pay a visit.

Fragment Collection

The Aloeidai Fragment is awarded as a story milestone. You can pick up the Pathos Jewel if you have the Moogle Throw. While it's technically possible to collect the Misery's Bead Fragment, it may be a little too difficult at this stage. We suggest that you leave it for a (necessary) return visit.

Key Items

'Scars' Gate Seal: Closes the Bresha Ruins (005 AF) Gate.

Tablet of Paddra and **Fruit of Fenrir:** Required for the Orb of Clotho and Sword of Lachesis side quests in Yaschas Massif (01X AF).

Fragment Collection

You can collect Giant Egg, Time's Stardust, Time's Shell, Time's Coral and Graviton Core Gamma (after the fight in the Deserted Schoolhouse) to reach the **5/5 Fragments milestone** for this area during your first visit.

Key Items

'Visions' Gate Seal: Closes the Yaschas Massif (010 AF) Gate.

Wild Artefact #2: Moogle Throw required.

Fragment Collection

Collect the Orb of Clotho, Sword of Lachesis and Mirror of Atropos by completing their related side quests on your first visit. The Gorgyra Fragment, by contrast, is best left until much later in the story.

Key Items

'Encounters' Gate Seal: Closes the Oerba (200 AF) Gate.

Old Battery: Required for the Amur's Sphere side quest in Yaschas Massif (010 AF).

EPISODE 3, PART 1

Yaschas Massif (010 AF) - see page 90

- Travel to the waypoint in the northeast of the Pass of Paddra area, speak to the woman by the barrier, then defeat Aloeidai.
- Follow Hope. Speak with the guard at the gate, then complete all conversations with Hope.
- Travel to the Gate on the far west side of the Pass of Paddra, then activate it with the Hollow Artefact and travel to Oerba (200 AF).
- See page 40 for a complete walkthrough.

Oerba (200 AF) - see page 93

- Perform a Moogle Hunt to reveal each Temporal Rift in turn and solve the puzzles to restore the Oerba map section by section.
- Head to the Deserted Schoolhouse and examine the Oracle Drive on the rooftop; defeat Caius Ballad.
- Collect the Artefact of Origins, then use this to activate the Gate in the southwest of the Village Proper area. Travel to Yaschas Massif (01X AF).
- See page 42 for a complete walkthrough.

Yaschas Massif (01X AF) - see page 96

- Head to the waypoint in the Paddraean Archaeopolis, then complete the sequence of conversations with Hope.
- Travel to the top of the ramps in the south of the Paddraean Archaeopolis, then use the Moogle Hunt to reveal the Mysterious Artefact. Use this on the Gate in the far south of the map.
- See page 44 for a complete walkthrough.

Monster Recruits

Gandayaks (COM), Gahongas (SYN) and Spiranthes (MED) all have useful applications.

Monster Recruits

The Chelicerata only appears in this area until you solve the third Temporal Rift puzzle, but is a good long-term bet as a staple monster Saboteur.

Party Optimization

Delicate versions of certain accessories are now available in Chocolina's inventory, and present a good opportunity to boost Serah and Noel's performance if you still have the default Capacity rating of 50.

Farming Opportunities

The Zwerg Scandroid and Frag Leech monsters found in the north of the map drop plenty of Potent Chips and Potent Bolts. You can also defeat groups of Seekers and Chonchons to acquire a healthy stock of the Cie'th Tear Component.

Optional Areas

The Gate on the west side of the map requires a Wild Artefact and leads to Augusta Tower (300 AF), a mandatory main storyline destination during Episode 4. However, the enemies you meet there are easy to defeat, with two useful monster recruits and a healthy flow of Grade 3 Mechanical Monster Materials. If you wish, you can make an early visit to plunder the area and complete its handful of core story objectives ahead of schedule.

Fragment Collection

Pick up the Extraordinary Egg Fragment before or after you defeat the nearby Miniflan to collect the Thundering Artefact required to unlock the Archylte Steppe (??? AF).

Coliseum

Your brief visit to this small location is purely to collect the White Hole Gem Fragment after an automatic cutscene. You can also plunder five treasure spheres for Monster Materials before you return to the Sunleth Waterscape.

Key Items & Unlocks

Moogle Throw: This vital ability is acquired when you first reach the Animal Trail area.

Wild Artefact #3: Available on the east side of the Animal Trail area after the Moogle Throw tutorial.

Fragment Collection

You obtain the Goblin Fragment, Woolly Stone and Black Hole Gem at story milestones. Though you will doubtlessly need to flee from certain powerful Steppe denizens as you travel the area, you can also interact with the five Cactuar Waystones to obtain the Crimson Crystal, Azure Crystal, Forest Crystal, Amber Crystal and Violet Crystal.

Key Item

Wild Artefact #4: Found on a cliff on the west side of the Clearwater Marshes area.

EPISODE 3, PART 2

Sunleth Waterscape (300 AF) & Coliseum (??? AF) - see page 102

- Fight the Royal Ripeness on arrival, then head to the Animal Trail to acquire the Moogle Throw ability; continue south to fight the Miniflan and collect the Combat Artefact, then use this to activate the Bow Isle gate and visit Coliseum (??? AF) and obtain the White Hole Gem.
- Head back to Sunleth Waterscape and defeat the Miniflan in the Overgrown Forest area to obtain the Thundering Artefact. Use this to activate the Base of the Crystal Gate.
- See page 46 for a complete walkthrough.

The Archylte Steppe (??? AF) - see page 105

- Speak with Tipur and later Myta to obtain (and then complete) the Goblin Fragment and Woolly Stone quests in turn.
- Talk with the hunter next to the Weather Control Device.
- Change the weather to sunny, speak to Tipur, then adjust the weather to stormy. Defeat Faeryl and obtain the Black Hole Gem Fragment, then return to Sunleth Waterscape (300 AF).
- See page 48 for a full walkthrough.

Farming Opportunities

In rainy weather, the enemies that spawn on and around the small island at the center of the Clearwater Marshes will provide all the Potent Essence and Potent Crystal Monster Materials you will ever need (see page 109). The Buccaboo enemy found on Grave Ridge in sunny conditions is a reliable source of Potent Orbs.

100% Exploration Milestone

After collecting all five Fragments from the Cactuar Waystones, speak to the hunter outside the Chocobo Pen in the Nomad Camp to unlock Chocobos on the map. This enables you to fully explore the Archylte Steppe map to complete an objective for a later side quest.

Grave Ridge Gate

This Gate (which requires a Wild Artefact to activate) remains sealed until you locate three special Cactuar statues and defeat the Gigantuars that they spawn. While a party far in advance of the difficulty curve for this point in the adventure could conceivably achieve this, the Gate's destination – Vile Peaks (200 AF) – only relinquishes four of its eight Fragments until you unlock its partner Vile Peaks (010 AF) destination later in the story. We recommend that you wait until later and complete both at once.

Monster Recruits

You automatically obtain a Chocobo during the Goblin Fragment quest. However, the Archylte Steppe's real prize acquisition for a low-level party is Cloudburst (see page 109). Complete this monster's first Crystarium tier with Grade 3 Monster Materials acquired from Augusta Tower (300 AF) – or, after completing Episode 3, Bresha Ruins (300 AF) – and infuse it with other Ravagers to expand its repertoire of spells. This will give you a RAV of great power and versatility, with arguably the most useful Feral Link ability in the entire game. You can't complete its development until much later in the story (Potent Boosters are unavailable until you reach the Final Episode), but this really won't matter. Depending on your party's level, you could also pick up at least a handful of the following: Red Chocobo (COM), Buccaboo (RAV), Blue Chocobo (RAV), Mud Frog (RAV) and Gancanagh Ace (SYN).

Fragment Collection

You will automatically receive the Mutantomato Fragment and reach the **2/2 Fragments** milestone for Sunleth Waterscape (300 AF) once you defeat the final boss.

100% Exploration Milestone

Once you defeat Mutantomato, you can achieve a full exploration rating for the Sunleth Waterscape map for a later side quest.

Farming Opportunities

The large groups of Ceratosaurs and Ceratoraptors in the far north of the map surrender huge quantities of Potent Slivers; you will find that they have a more favorable spawn rate after you defeat Mutantomato. This is by far the best place to farm these Grade 2 Monster Materials. This means that you now have prime (and, for all but the Potent Orb, optimal) farming spots for all five Biological Monster Materials: Potent Droplets from Bresha Ruins (300 AF), Potent Slivers here in Sunleth, and Potent Orbs, Potent Essences and Potent Crystals from the Archylte Steppe.

Key Items

During your second brief trip to The Void Beyond, pick up the **'Prediction' Gate Seal** and **'The Calm' Gate Seal** before you leave. These enable you to close the Coliseum and Archylte Steppe Gates at the Historia Crux.

Serendipity (??? AF) - see page 117

This new Historia Crux destination is unlocked when you leave The Void Beyond. Visit it straightaway to collect the Mog's Manifestation and Haggler Fragment Skills, and to pick up the Chocochick Down Fragment. You don't have the necessary funds or resources to conquer either the slot machine or Chocobo Races just yet, so leave these until a little later.

EPISODE 3, PART 2

Sunleth Waterscape (300 AF) & The Void Beyond (??? AF) - see page 102

- Defeat the Mutantomato enemy, collect the Mysterious Artefact and activate the Forest Crossroads Gate to enter The Void Beyond.
- Interact with the Spacetime Distortion.
- See page 49 for a complete walkthrough.

Bresha Ruins (005 AF)

Fragment Collection
Once you leave The Void Beyond, return to Bresha Ruins (005 AF) to complete the Anima Miseria side quest and reach the **8/8 Fragments** milestone. You can then visit Yaschas Massif (010 AF) to pick up Misery's Bead, Amur's Sphere and Innocence's Sacred Sphere to reach **5/5 Fragments** for that location.

Bresha Ruins (300 AF) - see page 126

Fragment Collection
You can complete the Platinum Ring, Mythril Ring and Iridium Ring side quests on your first visit. The fourth Fragment in this area is unavailable until later in the story.

Monster Recruits
You can easily acquire a Munchkin here (perhaps most noteworthy for infusion purposes) and a Purple Chocobo with a little more effort. Steer well clear of Tonberry: this monster is far too powerful until later in your party's development.

Farming Opportunities
As they are so common and found in large groups in the external Echoes of the Past area, Munchkins are probably the best source of Potent Engines – though we would recommend that you have a monster with the Item Scavenger passive ability (even if you simply Paradigm Shift them in at the end of the battle to obtain the bonus) to improve their drop rate.

Key Items
- **'Labyrinth' Gate Seal:** Closes the Bresha Ruins (300 AF) Gate.
- **Silver Petal:** Required for Anima Miseria side quest in Bresha Ruins (005 AF).
- **Wild Artefact #5:** Materializes in Lamentable Rest on completion of the Iridium Ring side quest.

Yaschas Massif (110 AF) - see page 130

Fragments
You can obtain the Gerhilde's Blossom, Waltraute's Flower, Ortlinde's Bloom and the Book of Avalon Fragment on your first visit to this area. The two remaining Fragments cannot be collected until later in the story.

Monster Recruits
The Green Chocobo is a noteworthy monster Medic.

Key Items
- **'Maleficence' Gate Seal:** Closes the Yaschas Massif (110 AF) Gate.
- **Outdoor Watch:** Required for the Innocence's Sacred Sphere side quest in Yaschas Massif (010 AF).

100% Exploration Milestone
This is the first version of the Yaschas Massif where you can access all areas of the map. This is required for a side quest that you will begin in Academia (400 AF).

Fragment Collection

The Academic Rank: Paradox Professor side quest requires that you achieve 100% exploration in ten areas (see page 136), and offers a total of eleven Fragments as its reward. You can potentially pick up three of these straightaway (Travel Guide: Yaschas Massif, Travel Guide: Sunleth Waterscape and Travel Guide: Archylte Steppe). As you cannot complete this side quest until you reach the Final Episode, there is little point in returning here at regular intervals; it's better to deliver all maps in one batch.

You will obtain the Zenobia Fragment after defeating the final boss for Academia 400 AF, and should collect Graviton Core Delta before you jump into the final Gate.

Key Item

'Farewells' Gate Seal: Closes Sunleth Waterscape (300 AF) Gate.

Monster Recruits

The three Fencers found in fixed locations in Academia (400 AF) are the only ones in existence – they do not appear as "random" spawns here or anywhere else. Try to use a Feral Link ability in each battle and achieve a five-star battle rating to increase its low 5% base crystal capture rate. If you do not pick up this noteworthy Ravager on your first run through this area, you can try again later once you acquire the local Gate Seal in Oerba (300 AF). We would, however, recommend that you wait until you unlock the Monster Collector Fragment Skill to further boost your chances.

Farming Opportunities

The Ghouls that appear in your starting location and the Alley area each have a 5% base chance of dropping three Potent Orbs. If you have a monster with the Item Collector ability in your party, five-star battle ratings should lead to a steady flow of these items. It's the ferocious spawn rate of these exceedingly weak opponents that makes them a good farming choice at this stage in the story.

Optional Destinations

The Gate on the lower level of the New Town area leads to Yaschas Massif (100 AF), and must be activated with a Wild Artefact. This, in turn, leads to Sunleth Waterscape (400 AF). These destinations offer many Fragments for relatively little effort, so we suggest that you visit both areas immediately.

Fragment Collection

You pick up the Entropy Board by interacting with the terminal on the 15th Floor to collect Access Key 50, so it's impossible to miss.

Key Item

Access Key 50: This story-critical item is required to progress beyond the first floor of Augusta Tower (200 AF).

EPISODE 4

Academia (400 AF) - see page 134

- Travel to the Alley area, then defeat the security robots to create a path to reach the Grand Avenue.
- Reach New Town on the west side of the map, then reach the waypoint to trigger a fight with Zenobia.
- Use the Tower Artefact to activate the Gate in the north of New Town, then travel to Augusta Tower (200 AF).
- See page 50 for a full walkthrough.

Augusta Tower (300 AF) - see page 100

- Reach the 15th Floor to obtain the Access Key 50 item.
- See page 53 for a complete walkthrough.

Yaschas Massif (100 AF) - see page 138

Fragment Collection
You can pick up all Fragments in this location (Graviton Core Epsilon, Book of Valhalla, Helmwige's Nightshade, Siegrune's Spiritbloom, Schwertleite's Flower, Rossweisse Skyblossom and Book of Shambala) to reach the **7/7 Fragments** milestone for Yaschas Massif (100 AF) on your first visit. Collecting the Book of Valhalla and Book of Shambala Fragments also unlocks the Ugallu Fragment side quest in Yaschas Massif (110 AF) but, due to the difficulty in completing the side quest at this stage, we suggest that you leave it until later.

Key Item
Wild Artefact #6: Awarded automatically when you acquire the Book of Shambala by resolving a Temporal Rift.

Monster Recruits
Though it's rather expensive to max out, the Bunkerbeast is arguably one of the best monster Sentinels in the entire game. We strongly recommend that you capture one during your time here, and invest the Monster Materials to advance it to at least Level 30. The Bunkerbeast's one shortcoming is its lack of the Mediguard ability – though this slight flaw can be addressed easily with a suitable infusion.

Sunleth Waterscape (400 AF) - see page 142

Fragment Collection
You can reach the **7/7 Fragments** milestone for Sunleth Waterscape (400 AF) during your first visit – and in very little time, too. You collect the Lapis Luzuli, Cosmo Aura, Heliodor Ore, Carnelian and Celestine Fragment during the Monster Finder side quest. This triggers a boss battle in the Assembly Area where you collect the Miniflan Fragment. When this ends, perform a Moogle Hunt on the earth mound to find Graviton Core Eta to complete all objectives of note in this area.

Monster Recruits

The Flanitor and Thexteron enemies are excellent additions to your roster of monster allies.

Farming Opportunities

Flanborgs and Flanitors surrender plenty of Potent Engines, though we find that the Munchkins in Bresha Ruins (300 AF) offer a superior drop rate.

Fragment Collection

You can finish the Idea Circuit side quest and collect its Fragment on first arrival on the 50th Floor. You add the Proto fal'Cie Adam Fragment after completing the final boss battle, which also unlocks the 49th Floor via the central elevator. This enables you to acquire the Enigma Codex and Deference Engine Fragments, and reach the **4/4 Fragments** milestone for Augusta Tower (200 AF).

Key Items

Wild Artefact #7: Found on the 50th Floor.

'Silence' Gate Seal: Closes the Augusta Tower (300 AF) Gate.

Access Key 13: Obtained after the final boss battle. Allows the party to travel to the 13th Floor in Augusta Tower (300 AF).

Monster Recruits

The Dragoon and Orion are two of the best Commandos you can deploy as allies. Pound for pound, the Dragoon may just be the most cost-efficient and effective COM in the game – especially if you augment its natural proficiencies with astute infusions.

Fragment Collection

You can collect all nine Fragments in the Quiz Mastery category by completing the Brain Blast and Captain Cryptic's Confounding Quiz challenges: see page 151. The two remaining Fragments in Academia (4XX AF) – Academic Rank: Monster Professor and Transcript: The Future Is Hope – cannot be acquired until after you complete the main storyline.

Key Items

Wild Artefact #8: Found in the southeast of the Alley area.

'Facts' Gate Seal: Closes the Augusta Tower (200 AF) Gate.

Optional: Master the Serendipity Chocobo Races

If you collect the Silver Chocobo crystal in the Research Lab area (see page 149), you can follow the development strategy laid out on page 120 of the Tour Guide chapter to develop a near-unbeatable racer. This will enable you to generate a massive treasure chest of funds and pick up some excellent rewards – particularly the Collector Catalog, which can be upgraded to the Durable Collector Catalog at Chocolina's Archylte Steppe store. Though it requires the full 100 accessory capacity, this unique object is a must for efficient farming sessions.

Optional Destinations

The gate in the Grand Avenue area requires a Wild Artefact to unlock, and leads to Vile Peaks (010 AF). Return to the Archylte Steppe and defeat the three Gigantuars (see page 108) to break the seal on the Gate that leads to Vile Peaks (200 AF). You can then visit the interlinked Vile Peaks locales to complete them in one session (and collect an invaluable Fragment Skill afterwards).

After you finish with the Vile Peaks, make another trip to the Archylte Steppe to pick up the Ochu Fragment and Fragment of Invincibility (see page 111). Your party should easily be powerful enough to win the battles against Ochu and Immortal by now, and the prizes you will accrue are incredible: a total of 60,000 CP, and the chance of acquiring rare and powerful weapons.

EPISODE 4

Augusta Tower (200 AF) - see page 144

- Use Access Key 50 (obtained in Augusta Tower (300 AF)) to reach the central elevator.
- Obtain Access Key 51, Access Key 52 and the Top Floor Access Key in turn to reach the upper level of the tower.
- Defeat Proto fal'Cie Adam, then use the Artefact of Rebirth to activate the Gate and visit Academia (4XX AF).
- See page 54 for a complete walkthrough.

Academia (4XX AF) - see page 148

- Speak to Hope and Alyssa to begin the core story task of obtaining five Graviton Cores from various Historia Crux locations.
- Deliver the Graviton Cores, then accept the Vagabond Artefact from Alyssa and use it to activate the Gate in the Central Bridge area.
- See page 56 for a complete walkthrough.

100% Exploration Milestone

Once you acquire Access Key 13, you can visit the "secret" 13th Floor in Augusta Tower (300 AF) and chart the final section of the complete Augusta Tower map for the Academic Rank: Paradox Professor side quest.

Optional Destinations

The Gate on the 49th Floor requires a Wild Artefact to activate, and unlocks Oerba (300 AF) – which, in turn, leads to Oerba (400 AF). We recommend that you leave the latter until the end of Episode 5: see page 147 for details.

Oerba (300 AF) - see page 168

Fragment Collection
You can reach the **9/9 Fragments** milestone during your first visit to Oerba (300 AF) by solving its numerous Temporal Rifts. See page 168 for details.

Key Items
'Flight' Gate Seal: Closes the Academia (400 AF) Gate.

'How Things Were' Gate Seal: Closes the Oerba (300 AF) Gate.

Vile Peaks (200 AF) - see page 162

Fragment Collection
On your first visit, you can only collect the Torreno's Last Light, Falcon's Last Light, Thunder's Last Light and Falcon's Compass Fragments. At this point, you need to visit Vile Peaks (010 AF) to collect its four Fragments to advance this side story. Once you have accomplished this, return to 200 AF to pick up Twilight Fragment Beta, Father's Song, Blitz Squadron Mission Report and Words of Light to reach the **8/8 Fragments** milestone for Vile Peaks (200 AF).

Key Items
'Return' Gate Seal and **'Afterimage' Gate Seal:** Used to close the Gates for both Vile Peaks destinations.

Fragment Skill: Monster Collector
Visit the Mystic in Serendipity to pick up Monster Collector after you reach 100% completion for the Vile Peaks areas. This boosts the drop rate of all Monster Crystals, which drastically cuts the effort required to obtain all recruits.

Vile Peaks (010 AF) - see page 165

Fragment Collection
Once armed with Falcon's Compass from Vile Peaks (200 AF), you can collect Baxter's Last Light, Ray's Last Light, Sarge's Last Light and Twilight Fragment Alpha to reach the **4/4 Fragments** milestone for Vile Peaks (010 AF).

Monster Recruits
Yakshini is an extremely capable monster Synergist. This is also the sole habitat of the Black Chocobo (SAB) and the Shaguma (COM).

100% Exploration Milestone
Vile Peaks (010 AF) allows full exploration of the complete map area for the Academic Rank: Paradox Professor side quest.

Fragment Collection

You will reach the **5/5 Fragments** milestone automatically through main story progression – it's impossible to miss.

Fragment Collection

You cannot visit this location directly from the Historia Crux, so we recommend that you make the effort to reach the **3/3 Fragments** milestone on your first visit. When you reach the Live Trigger on the pier, select "Yes" to unlock a Paradox Ending and obtain the Transcript: Fate and Freedom Fragment. When this ends, begin the conversation again and select "No" to continue. After the cutscene in the Meteorite Impact Site area, collect Fang's Crown and Vanille's Fruit from the treasure boxes that appear before you depart.

EPISODE 5

The Void Beyond (??? AF) - see page 174

- Speak with each incarnation of Yeul to obtain the five Fragments, then interact with a sixth in the Throne of the Goddess area.
- See page 58 for a full walkthrough.

The Void Beyond: New Bodhum - see page 176

- Enter the NORA house, then speak to Lightning on the pier. Refuse her offer.
- Fight your way to the Meteorite Impact Site, then speak to the person at the waypoint. Interact with the Spacetime Distortion to return to the Historia Crux, then select A Dying World to continue.
- See page 59 for a complete walkthrough.

A Dying World (700 AF) - see page 178

- Follow Noel, approaching him (or interacting with other characters when the speech bubble icon appears) until you reach a short fight with Caius.
- Continue to trail Noel until you trigger a confrontation with Gogmagog.
- Travel to the waypoint in the Farseers' Relic area and interact with the Oracle Drive. Speak with Mog, then step into the Spacetime Distortion to leave.
- See page 60 for a complete walkthrough.

Fragment Collection

You obtain Gogmagog Fragment Gamma automatically during your first story visit in this area. The three remaining Fragments are unavailable until you return via the Historia Crux at the end of Episode 5.

Monster Recruits

The Apotamkin may be hard to capture, but it's a great little Ravager. An Early Peaker that requires 66 Potent Orbs to max out, it has the Gilfinder II and Item Collector passive abilities, and all key elemental spells. Best of all, Item Collector is infusible into other monsters after Apotamkin reaches Level 14.

Farming Opportunities

The Apotamkin and Garganzola enemies exclusive to the west side of the map offer the most profitable way for a well-developed party to farm Potent Orbs. These only appear after the fight with Gogmagog, but can be found at any point afterwards.

Loose Ends

Gorgyra Fragment
Take a quick trip to Yaschas Massif (01X AF) to defeat the once-mighty Gorgyra and reach the **4/4 Fragments** milestone for that destination.

Paradox Endings
Your party should now be strong enough to conquer the full-strength Atlas (see page 89) and Royal Ripeness (see page 104) to collect two Fragments and 20,000 CP.

Serendipity (??? AF) - see page 117

Fragment Skills
You can now visit the Mystic to pick up a handful of essential Fragment Skills unlocked by recent Fragment acquisitions: Anti-grav Jump, Bargain Hunter, Encounter Master and Rolling in CP. See page 125 to learn how these are used. The Bargain Hunter skill is of immediate interest, as it reduces the price of all items sold by Chocolina and Casino Vendors by 25%.

Key Item
Now that you have the Bargain Hunter discount, purchase **Wild Artefact #10** from a Casino Vendor. This will enable you to unlock the final "optional" destination on the Historia Crux – Oerba (400 AF).

Fragment Collection
If you are willing to spend time in the Chocobo Races, you can easily accumulate over 7,500 Casino Coins per career (plus race prizes that can be sold for gil), which is quicker if you favor 600m races. You can use this technique to accumulate the 22,350 Casino Coins required to purchase the Chaos Crystal, Just 1 gil! (for the Priceless Gift Fragment) and Setzer's Dice. The Lucky Coin (see page 118) required for the **5/5 Fragments** milestone requires a yet further investment of time and effort. If you prefer, you can leave this (indeed, all four expensive Fragments here) and use special farming techniques during post-storyline play to generate the necessary funds.

Oerba (400 AF) - see page 170

Fragment Collection
Much as in Oerba (300 AF), eight of the Fragments in this area are obtained by solving Temporal Rift puzzles (see page 247). Complete all of these and collect Graviton Core Zeta from the Ashensand to reach the **9/9 Fragments** milestone.

Key Item
- **'Hometown' Gate Seal:** Closes the Oerba (400 AF) Gate.

100% Exploration Milestone
The expansion of the Ashensands area means that you can now chart every last section of the Oerba map for the Academic Rank: Paradox Professor side quest.

Fragment Collection

You can pick up the Cartesian Board, Laplacian Board and Hope's Message Fragments on your first visit. The two remaining Fragments are unavailable until you complete the main storyline.

100% Exploration Milestone

Visiting all areas of this small map and New Bodhum (003 AF) will enable you to collect the associated Travel Guide Fragment when you visit Academia (400 AF) to complete the Academic Rank: Paradox Professor side quest.

EPISODE 5

New Bodhum (700 AF) - see page 182

- Interact with the Spacetime Distortion.
- Collect the Artefact of the Ark from its position just to the west of the derelict NORA House.
- Activate the Gate and return to the Historia Crux. Choose Academia (500 AF) to continue the main storyline.
- See page 61 for a complete walkthrough.

A Dying World (700 AF) - see page 178

Return to A Dying World after New Bodhum (700 AF) to complete tasks that were impossible during your main storyline visit.

Fragments
You can now collect the Omega Brand, Chaos Brand and Ultima Brand to achieve the **4/4 Fragments** milestone for A Dying World.

Key Items
- **'Promises' Gate Seal:** Closes the Academia (4XX AF) Gate.
- **Wild Artefact #9:** When you return to A Dying World from the Historia Crux, travel to The Farseers' Relic and perform a Moogle Hunt close to the Oracle Drive. Examine it to begin a cutscene. When the Live Trigger appears, the correct answer is "I can do this." The Wild Artefact will then appear.
- Open the treasure box on the west side of the Dead Sands area to obtain the unique Golden Chocobo crystal.

100% Exploration Milestone
You can chart every last inch of the giant A Dying World map for the Paradox Professor side quest on your second visit.

Optional Destinations
Activate the Gate in the Black Sands area to unlock Bresha Ruins (100 AF).

Bresha Ruins (100 AF) - see page 184

Fragment Collection
The Palladium Ring, Osmium Ring and Ruthenium Ring side quests can all be completed locally, but the Rhodium Ring requires a trip to Bresha Ruins (300 AF) to collect a special key item that only appears in that location once you begin this quest. This leads to the large Adamantite Ring side quest, which enables (indeed, requires) you to collect a Fragment apiece from two locations visited earlier and tie up loose ends (see page 184). Start with Control Device Password 2 in Bresha Ruins (300 AF) to reach the **4/4 Fragments** milestone for that area. You can then take a trip to Yaschas Massif (110 AF) (via a short necessary detour to 100 AF) to collect Control Device Password 1. While you are in the region, accept and finish the **Ugallu Fragment** side quest to reach the 6/6 Fragments milestone for Yaschas Massif (110 AF). Finally, return to Bresha Ruins (100 AF) to complete the Kalavinka Fragment side quest and achieve a perfect **6/6 Fragments** for this location.

100% Exploration Milestone
You can finally achieve full exploration for the Bresha Ruins map by visiting the small additional area in the southeast of the Echoes of the Past zone.

Key Items
- **'Eternity' Gate Seal:** Closes the Serendipity (??? AF) Gate.
- **'Disaster' Gate Seal:** Closes the Bresha Ruins (100 AF) Gate.

Monster Recruits
The mighty yet rare Don Tonberry can be found in this area and, if you have followed our recommended progression closely, can be conquered immediately – but only if you can find him. If capturing this monster's crystal is your outright goal, it's sensible to wait until you have the Battlemania Fragment Skill.

Fragment Collection

You obtain the Amethyst and Luvulite Fragment for defeating the two towering sub-bosses not long after arrival, but the Paradox Scope – and the **2/2 Fragments** milestone – requires that you complete the final boss battles.

Key Items

'Determination' Gate Seal: Closes the A Dying World (700 AF) Gate.

'Final Battle' Gate Seal: Closes the Academia (500 AF) Gate.

Fragment Collection

Paradox Scope Fragment
Visit the Mystic in Serendipity after completing the main storyline to collect the Paradox Scope Fragment Skill.

Academic Rank: Monster Professor
To complete this giant side quest in a timely fashion, you may find that it's a good idea to cross-reference every monster unlocked in your in-game Bestiary with those in our Bestiary chapter. Make a note of all the opponents that you are missing (see page 150 for some useful tips), then begin to methodically hunt them down while you complete other post-story objectives.

Paradox Endings
You can now obtain the remaining Paradox Endings. These are The Future is Hope (see page 150), Test Subjects (see page 147), Vanille's Truth (see page 95), Beneath a Timeless Sky (see page 175) and Heir to Chaos (see page 181). The CP rewards should leave you with a max-level party, so you can now obtain the Giant's Fist Trophy/Achievement: see page 298.

Final Step: Monster Professor
Complete your Bestiary and return to Dr. M to reach the **11/11 Fragments** milestone for Academia (4XX AF), and a total of **160/160 Fragments** for the entire Historia Crux. Visit Serendipity to collect the final Fragment Skills, and replay the final boss battle with the Paradox Scope activated in Academia (500 AF) to view the "Secret Ending". This additional cinematic appears after the closing credits.

FINAL EPISODE

Academia (500 AF) - see page 188

- Travel through the Labyrinth of Chaos.
- Defeat the final bosses.
- See page 62 for a complete walkthrough.

Post-Story Play

Farming Opportunities

The Yeoman (and, to a lesser extent, Pantopoda) found on the long central platform drop plenty of Potent Boosters, providing a long-awaited supply of Grade 4 Mechanical Monster Materials. The extremely high spawn rate means that you should accumulate these items at an appreciable rate. You can finally max out Mechanical monsters (including Cloudburst) with a little dedicated grinding.

100% Exploration Milestone

Exploring every possible area in Academia (500 AF) and Academia (4XX AF) enables you to complete the final objective for the Academic Rank: Paradox Professor side quest, so return to Miss Horizon in Academia (400 AF) to collect your rewards and reach the **13/13 Fragments** milestone. On your way back to the Alley, you can also make an optional detour to defeat Geisoric (see page 137). Once you are finished in the area, visit the Mystic to collect the Battlemania Fragment Skill: an essential ability for the Monster Professor side quest.

New Bodhum (700 AF) - see page 182

Activate the Paradox Scope, then visit this location to collect Serah's Message and Noel's Message to reach the **5/5 Fragments** milestone.

Archylte Steppe (??? AF) - see page 105

Defeat Long Gui and Yomi to reach the **12/12 Fragments** milestone for the Archylte Steppe and a considerable sum of bonus Crystogen Points. This should take Serah and Noel fairly close to the level cap for all roles. At this point, you can take the time to acquire "ultimate" weapons for both characters by farming the Steppe bosses; use the Chocobo Races or fight Raspatil (see page 172) to generate the necessary funds. The latter technique will also enable you to easily afford the four Fragments in Serendipity if you did not do so earlier.

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EPISODE 5
FINAL EPISODE
POST-STORY PLAY

TOUR GUIDE

Packed with maps, enemy information, useful advice and a wealth of profitable trivia, this Tour Guide covers every last side quest and interesting activity that you can enjoy in Final Fantasy XIII-2. Whether you aspire to nothing less than 100% completion, or simply wish to pick up notable rewards and equipment while striving to finish the main storyline, this chapter leaves no stone unturned.

Spoiler Warning! We have arranged all locations covered in this chapter to correspond with your likely progression through the main storyline. If you are sensitive about gameplay and (albeit mild and non-specific) story spoilers, we would advise against casual browsing. Use the tab system on the right-hand page overleaf to reach the destination you wish to study.

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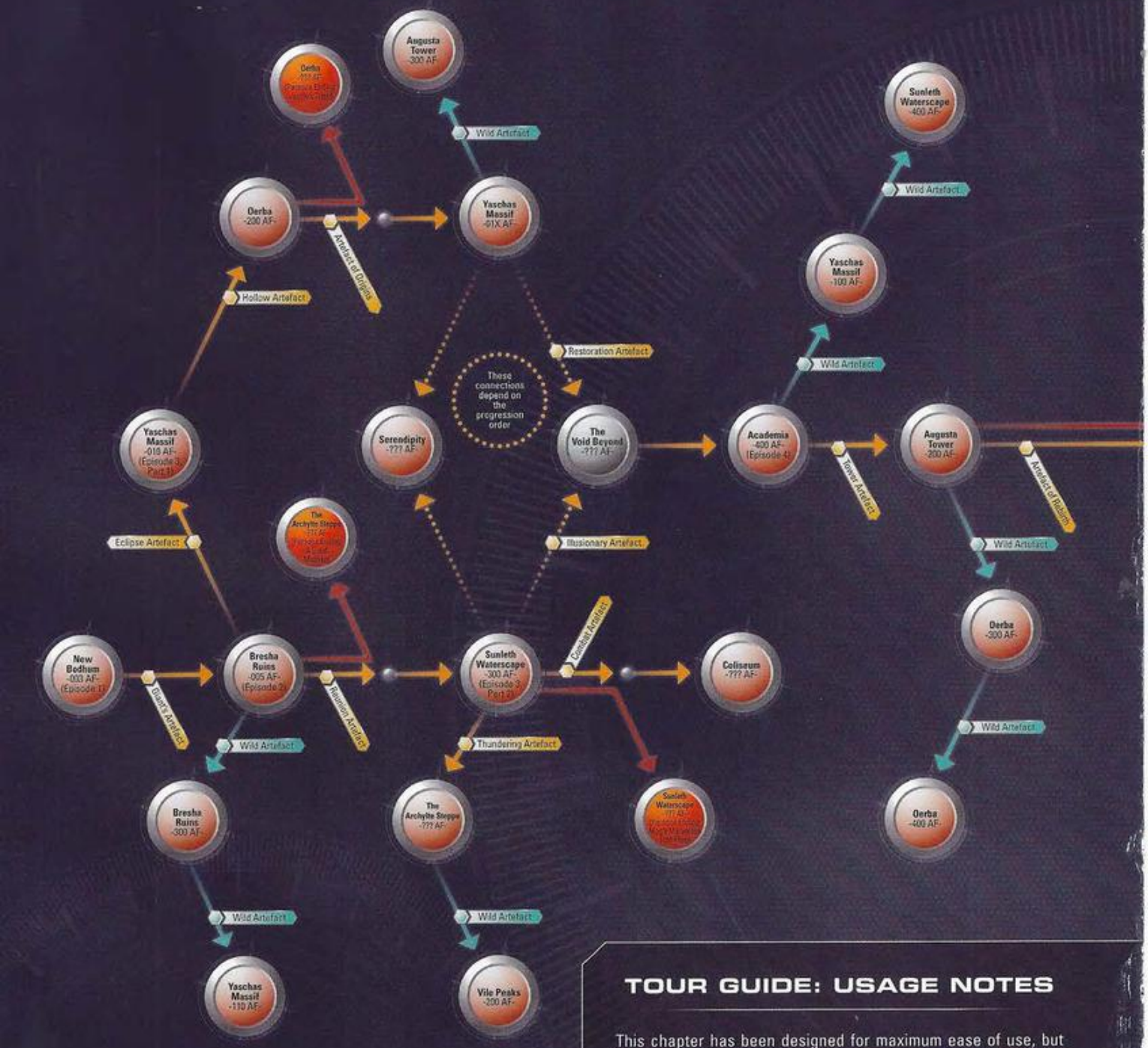
THE HISTORIA CRUX



COLOR CODE

- Main Storyline
- Optional Path
- Paradox Ending

TOUR GUIDE: USAGE NOTES

This chapter has been designed for maximum ease of use, but there are a few points that we should make clear before you continue.

- Each main Tour Guide entry features an "Indigenous Monsters" table, documenting the different types of opponents you may face on your travels in the region. This features the Role of all tameable creatures (plus the default probability of capturing them), the two items they may surrender in the post-battle Spoils (common first, rare second), and a selection of general tips and useful observations.
- Though we specify the precise unlock conditions for Fragments, you should also note that you can only have two side quests active in a single Historia Crux location at a time. If you find that a quest giver is inexplicably mute, try to complete an outstanding objective and return later.

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Augusta Tower -212 AF-
Vile Peaks -010 AF-
Wild Artefact
Academia -XXX AF-
Academia -XXX AF- (Paradox Ending: The Future is Mine)
Vagabond Artefact
A Dying World -700 AF-
Academia -500 AF- (Final Episode)
Valhalla -777 AF-
Artefact of the Ark
The Void Beyond -777 AF- (Episode 01)
A Dying World -700 AF-
New Bodhum -700 AF-
Wild Artefact
New Bodhum (The Void Beyond)
New Bodhum (Paradox Ending: The Void Beyond)
New Bodhum -777 AF- (Paradox Ending: Bresha Ruins Destroyed)
Bresha Ruins -100 AF-

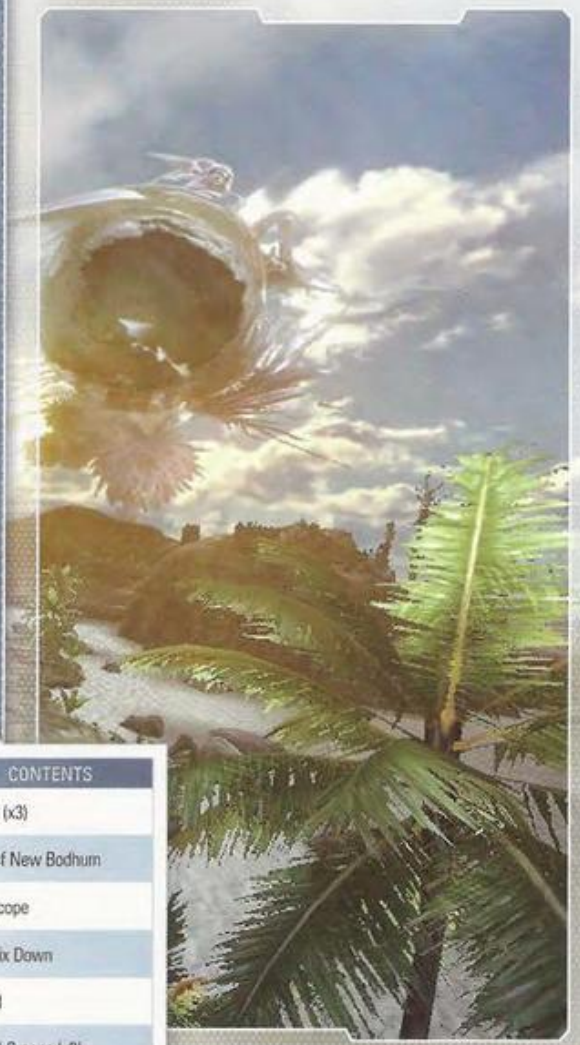
TOUR GUIDE: MAP LEGEND

	Main Story Item
	Side Quest Start Point
	Side Quest Item
	Chocobo
	Treasure Sphere
	Treasure Box
	Out of phase Treasure Sphere (Moogle Hunt required)
	Out of phase Treasure Box (Moogle Hunt required)
	Unreachable Treasure Sphere (Moogle Throw required)
	Unreachable Treasure Box (Moogle Throw required)
	Gate
	Chocolina's Shop
	Obstacle
	Point of Interactivity
	Temporal Rift Puzzle

- The Fragment Overview table for each area lists its Fragments in the order in which they can be unlocked.
- We highlight noteworthy monsters and items, but you can learn much more about all denizens and collectibles found in an area by studying the comprehensive Inventory and Bestiary chapters.
- Treasure spheres appear in the same position in all locations that you visit across multiple time periods. Opening one in Yaschas Massif (010 AF), for example, will empty it for all Yaschas Massif areas. Treasure boxes, by contrast, are unique to a specific time and location, and disappear completely once you claim their contents. With one exception, our maps do not repeat treasure spheres: we show all available spheres when you first visit an area, then only reveal previously inaccessible spheres for visits to other time periods.

NEW BODHUM (003 AF)

Though you can fully explore the map and obtain all but one collectible during your main storyline visit, Serah's hometown of New Bodhum still has a few additional secrets to uncover should you return at a later date.



TREASURE

ICON	CONTENTS
1	Potion (x3)
2	Map of New Bodhum
3	Librascope
4	Phoenix Down
5	300 gil
6	Gysahl Greens (x2)
7	Iron Bangle
8	Phoenix Down

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Lightning's Knife	Obtained through story progression.
2	Giant's Artefact	Obtained through story progression.
3	Medical Kit	Key item for the Heart Prism side quest.
4	Graviton Core Alpha	Requires the Moogle Hunt ability. Key item for the Graviton Core quest.

FRAGMENT OVERVIEW

NAME	NOTES
Gogmagog Fragment Alpha	Unlocked through core story progression.
Gogmagog Fragment Beta	
Heart Prism	See the corresponding entry.
Graviton Core Alpha	

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Exoray (MED – 10%)	Power Droplet/ Mana Droplet	This extremely rare opponent can appear in the Tidal Shallows and Beachfront zones. It will only spawn after you return to New Bodhum from the Historia Crux.
Gorgonopsid (COM – 15%)	Potion/ Power Wristband	Either Double Trouble or the Slash & Burn Paradigms will suffice during your first story encounters.
Meonekton (COM – 15%)	Potion/ Phoenix Down	Both of these opponents cease to appear after the first battle with Gogmagog.
Nekton (RAV – 15%)	Potion/ Phoenix Down	
Pulsework Soldier (SEN – 15%)	Potion/ Iron Bangle	This enemy type is resistant to physical and magical attacks until Staggered, so aim to fill the Chain Gauge quickly.
Sarracenia (COM – 20%)	Phoenix Down/ Phoenix Down	Only appears in the Tidal Shallows area.
Spiceacilian (RAV – 20%)	Potion/ Potion	The most common enemy type in New Bodhum. Use Double Trouble for short battle times during your story visit.
Tabasco Toad (RAV – 15%)	Potion/ Phoenix Down	Moderately rare; only appears after you return to New Bodhum.

SUMMARY: STORY OBJECTIVES

- Clear the beach of hostiles; travel to the north of the Winding Way area to defeat Gogmagog, then visit the Meteorite Impact Site and interact with the object at the waypoint.
- Investigate the three potential Artefact leads in the Town Square area; after questioning the young boy, return to the NORA House and examine the mirror.
- Return to the Meteorite Impact Site to fight Gogmagog a second time, then depart via the Gate.
- See page 30 for a complete walkthrough.

FRAGMENT: HEART PRISM

01

Once you have fought Gogmagog for the first time, speak to Nell in the northeast of the Town Square area to begin the Heart Prism side quest. You cannot complete this task until you obtain the Giant's Artefact during the main storyline. The Medical Kit that she asks you to retrieve can be found in a treasure box located in the northwest of the Winding Way zone; it's just up the slope from a treasure sphere (📷 01). Return it to Nell to obtain the Heart Prism Fragment and 50 CP.

FRAGMENT: GRAVITON CORE ALPHA

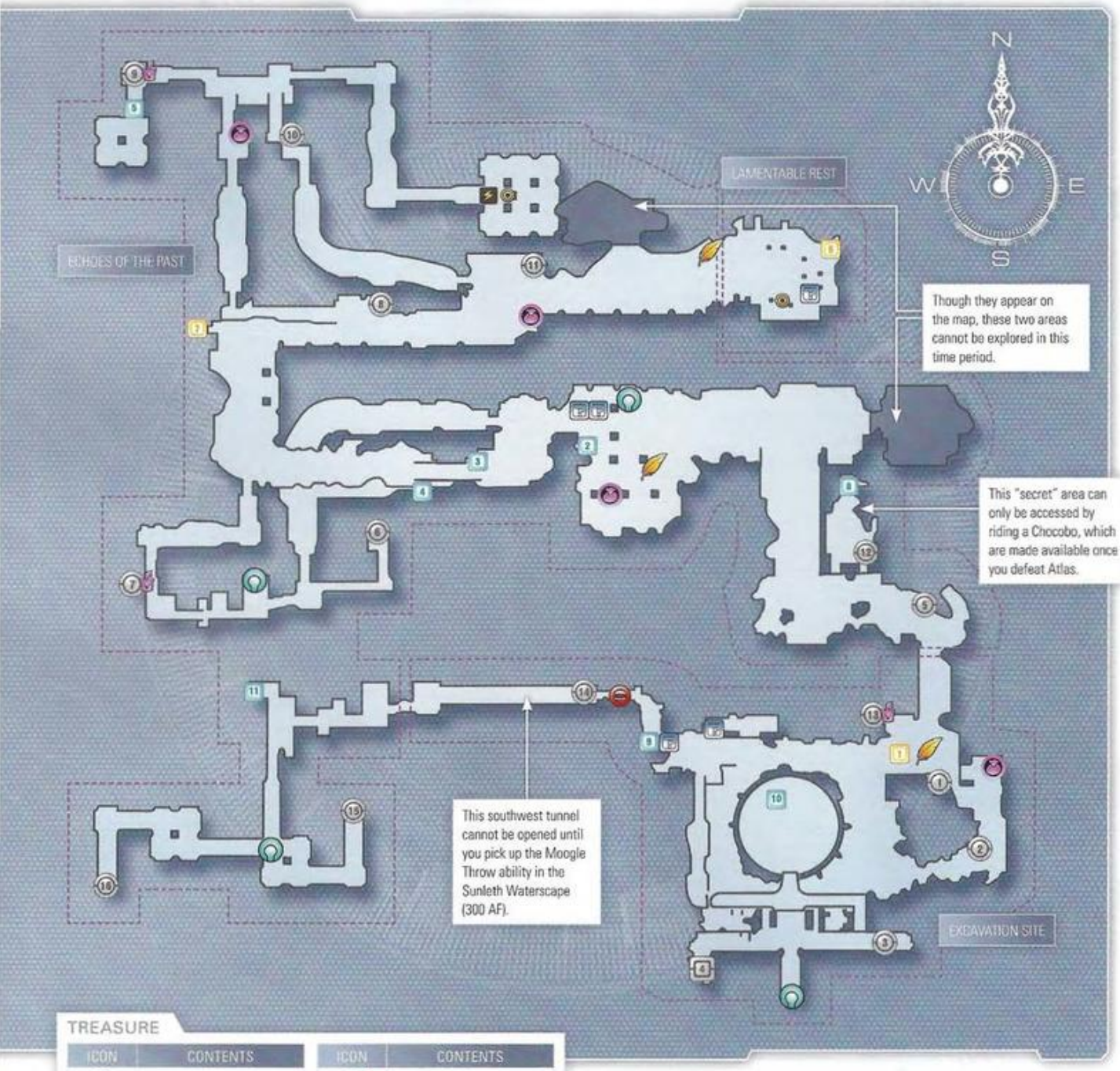
This Fragment is located on a slightly raised metal hatch in the Tidal Shallows area (see page 57). You can only collect this (and the accompanying 500 CP bonus) after you obtain the Moogle Hunt ability during the events that occur in Bresha Ruins (005 AF).

POINTS OF INTEREST

- There is a brief cutscene where Gadot greets Serah the first time you return to New Bodhum from the Historia Crux.
- New Bodhum is a great place to farm Potions and, to a lesser extent, Phoenix Downs. We recommend the Tidal Shallows zone as the best place to farm: this offers the highest concentration of Spiceacilians (they can drop Potions at an incredible rate) while the less common Sarracenia has the Phoenix Down as both its Common Drop and Rare Drop.
- A side benefit of farming for useful items in the Tidal Shallows is the opportunity to fight the ultra-rare Exoray opponent and obtain its Monster Crystal (though this is only possible after the system has been introduced in Bresha Ruins (005 AF)). This is a noteworthy and reasonably cost-effective Medic. However, given the difficulty of acquiring it – you might fight a dozen encounters without seeing it once, with no guarantee that you will acquire its crystal after a battle – this is definitely a bonus for the dedicated only.

BRESHA RUINS (005 AF)

With several side quests and some interesting monster-hunting opportunities, Bresha Ruins (005 AF) offers much more than just the main story events that occur during your visit. Taking the time to complete optional objectives here will leave your party in great shape for Episode 3.


N
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LAMENTABLE REST
ECHOES OF THE PAST
Though they appear on the map, these two areas cannot be explored in this time period.
This "secret" area can only be accessed by riding a Chocobo, which are made available once you defeat Atlas.
This southwest tunnel cannot be opened until you pick up the Moogle Throw ability in the Sunleth Waterscape (300 AF).
EXCAVATION SITE

TREASURE

ICON	CONTENTS	ICON	CONTENTS
1	Black Belt	9	Star Pendant
2	350 gil	10	Orange Newsboy Cap
3	400 gil	11	Phoenix Down
4	'Leaving' Gate Seal	12	Power Droplet (x8)
5	Potion (x2)	13	Librascope
6	Mana Droplet (x8)	14	Vitality Chip (x10)
7	Rune Bracelet	15	Butterfly Bow
8	Gysahl Greens (x2)	16	Unicorn Horn

FRAGMENT OVERVIEW

NAME	NOTES
Delicate Crystal	Complete the Tile Trial that occurs automatically when you approach the control device.
Atlas Fragment	Defeat the "weakened" Atlas during your first story visit.
Unio Mystica	See corresponding entries.
Ghast Fragment	
Graviton Core Beta	
Ars Symphonica	
Vita Lyrica	
Anima Miseria	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of the Bresha Ruins	Awarded when you speak to Alyssa during the course of the story.
2	Wild Artefact	Obtained after you first use the Moogle Hunt ability near the Gate in the south of the Echoes of the Past zone.
3	Capsule	Found in treasure spheres in the Echoes of the Past area; key items for the Unio Mystica side quest.
4	Capsule	
5	Ghast (Cie'th)	Part of the Ghast Fragment side quest.
6	Eclipse Artefact	Available after the defeat of Atlas; activates the Gate in the south of the Echoes of the Past zone to unlock Yaschas Massif (010 AF).
7	Reunion Artefact	Available after the defeat of Atlas; activates the Gate in the west tunnel to unlock Sunleth Waterscape (300 AF).
8	Graviton Core Beta	Requires the Moogle Hunt ability. Key item for the Graviton Core quest.
9	Personal Notes	Found inside a treasure box that must be revealed with a Moogle Hunt; key item for the Ars Symphonica side quest.
10	Holding Cell Key	Found inside a treasure sphere that cannot be opened until you obtain the Moogle Throw from Sunleth Waterscape; see Southwest Tunnels section for more details.
11	Army Comm Device	Key item for the Vita Lyrica side quest.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Albino Lobo (RAV – 15%)	Phoenix Down/ Vitality Sliver	These rare monsters only appear once you return to Bresha Ruins (005 AF) having completed all story objectives. They can be found in the external Echoes of the Past areas, and – our tip for capturing them – the southwest tunnels. They can be extremely dangerous for low-level parties: use Delta Attack.
Svarog (COM – 10%)	Potent Droplet/ Star Pendant	
Amanojaku (SYN – 10%)	Potent Sliver/ Thickened Hide	
Notsugo (RAV – 10%)	Potent Sliver/ Thickened Hide	
Cait Sith (MED – 30%)	Potent Droplet/ Pot Shard	Little more than a nuisance. Can heal itself and its allies, but poses no danger.
Dendrobium (SAB – 10%)	Antidote/ Pot Shard	A moderately dangerous opponent for weaker parties. Use Relentless Assault to Stagger it quickly.
Garchimacera (RAV – 30%)	Potent Droplet/ -	Appear in the external areas of Echoes of the Past.
Gremlin (RAV – 30%)	Potent Droplet/ -	
Hoplite (COM – 15%)	Potent Bolt/ Radial Bearing	Only appears in the Echoes of the Past tunnels.
Meonekton (COM – 15%)	Potion/ Phoenix Down	Can be encountered in the west and northwest tunnels. These enemies stop appearing when you return to the area having completed all story objectives.
Nekton (RAV – 15%)	Potion / Phoenix Down	
Pulsework Knight (SEN – 15%)	Potent Bolt/ Radial Bearing	Only encountered in tunnel areas. Use Relentless Assault followed by Tri-disaster to fill the Chain Gauge, then switch back for a near-instant finish.
Uridimmu (COM – 15%)	Remedy/ Potent Droplet	Mostly appears in the external areas of Echoes of the Past, though it can be found in the southwest tunnels.

SUMMARY: STORY OBJECTIVES

- After beating Paradox Alpha in the opening battle, speak to Alyssa in the northeast of the Excavation Site zone, then travel to the control device in the north of the Echoes of the Past zone.
- Complete the Tile Trial in the Temporal Rift, operate the control device, then defeat Atlas. Speak to Alyssa in the Echoes of the Past area.
- Collect the Eclipse and Reunion Artefacts, then open the Gate of your choosing to begin either of the two possible main story branches.
- See page 34 for a complete walkthrough.

SOUTHWEST TUNNELS

01

The tunnels in the southwest of the Bresha Ruins map are sealed off during your first visit. However, if you return here once you obtain the Moogle Throw ability from Sunleth Waterscape, you can open the treasure sphere on the north side of the circular shaft in the Excavation Site area (📷 01). This contains the Holding Cell Key, which can be used to remove the barrier inside the room where Serah and Noel were held earlier in the story.

Access to the southwest tunnels is required to reach the Gate in that area – which can be activated with a Wild Artefact to unlock Bresha Ruins (300 AF) – and to complete the Vita Lyrica side quest. One of the treasure spheres there contains the Butterfly Bow, an exceptionally fine weapon for Serah if collected early in the story. This is also a good hunting ground for those seeking to encounter rare enemy types.

FRAGMENT: UNIO MYSTICA

Speak with the Captain in the southern Echoes of the Past area close to Chocolina and a Gate to begin the Unio Mystica side quest. You need to locate two items in the area. The first is a short walk away. From the Gate, there is an "out of phase" treasure sphere to the left of the entrance to the west. This contains the first Capsule. The treasure sphere in the first dead end on the east side of the west tunnel (at the bottom of the large "steps") contains the second Capsule (02). Return both of them to the Captain to claim the Unio Mystica Fragment and 100 CP.

02

FRAGMENT: GHAST FRAGMENT

Speak to Chester in the exterior Echoes of the Past area where Chocolina and a Gate are located to begin the Ghast Fragment side quest. The Ghast can be found inside the tunnels in the far northwest of the map, close to a treasure sphere containing a Star Pendant (03). The Ghast's physical assaults aren't overly threatening, but its Fira attack will send weaker party members straight into critical status. If you confront it before fighting Atlas, employ Delta Attack for the added security of a Sentinel to soak up damage, and use Potions liberally. If you leave this task until later, you can instead coast through the battle with Relentless Assault. After you defeat the monstrosity, you will receive the Ghast Fragment and 600 CP.

03

FRAGMENT: ARS SYMPHONICA

Requirements: Defeat Atlas; complete the Unio Mystica and Ghast Fragment side quests.

Speak to Cordelia in the Excavation Site area (she's usually found to the south) to begin the Ars Symphonica side quest. This short find-and-deliver task can be completed in mere seconds. Head into the control center in the northwest of the area, close to where Serah and Noel were imprisoned earlier in the story, then use the Moogle Hunt to reveal a treasure box. Open it, then return the Personal Notes item to Cordelia to obtain the Fragment and 100 CP.

FRAGMENT: VITA LYRICA

Requirements: Obtain the Moogle Throw ability in Sunleth Waterscape (300 AF).

Unlock access to the southwest tunnels (see previous page), then speak to a soldier named Morris – he is stationed by the storeroom where Serah and Noel were imprisoned earlier. Use the Moogle Hunt ability to reveal a phased treasure sphere in the tunnel to the west of him; this contains the Army Comm Device. Return this to the soldier to obtain the Vita Lyrica Fragment and 200 CP.

FRAGMENT: ANIMA MISERIA

Requirements: Defeat Atlas; complete the Unio Mystica, Ars Symphonica, and Ghast Fragment side quests.

Speak to Jed in the Lamentable Rest area to begin this side quest, though you should note that it cannot be completed until you unlock the Bresha Ruins (300 AF) destination. Once you have done so, travel there and examine the flower just east of the Chocobo and Lex (the Iridium Ring quest giver) in the Lamentable Rest area to obtain a Silver Petal. Return to Bresha Ruins (005 AF) and deliver the item to Jed to receive the Anima Miseria Fragment and 200 CP.

FRAGMENT: GRAVITON CORE BETA

This Fragment is located in the "secret" walled area in the southeast of the Echoes of the Past area. After you defeat Atlas, grab a Chocobo and ride it up the ramp on the northwest side of this enclosed space, then hold ◎/Ⓑ to fly over the barrier (04). Perform a Moogle Hunt to identify the Fragment by the north wall. You can then collect it (and loot the nearby treasure sphere) before dropping through one of the two openings to the south.

04

NOTEWORTHY MONSTERS

- Defeating Pulsework Knights to obtain the Pulse Knight Monster Crystal is highly recommended: this SEN is an Early Peaker with an exceptional HP stat once upgraded to its maximum level 20. Setting up the Tri-disaster Paradigm before you hunt one can be very effective: perform an initial flurry with Relentless Assault, then switch to this all-RAV formation to Stagger it rapidly. Both the Pulsework Knight and Hoplite drop Potent Bolts, a Grade 1 monster material that can be used to level the Pulse Knight. You will need 28 of these to max it out – a sum that you may accrue while hunting for the Monster Crystal itself.

- The rare Albino Lobo can be found in the exterior Echoes of the Past areas and – slightly more commonly – the southwest tunnels once you complete main storyline objectives for Bresha Ruins (005 AF). This Ravager has stats far in excess of its rivals for this stage in the story, and can be a powerful ally once you find and invest Slivers on its development: its HP, Strength and Magic stats grow rapidly.

PARADOX ENDING: A GIANT MISTAKE

Though Atlas cannot be defeated unless you weaken him with the control device during your first visit to this location, you can actually return at a later date to confront the giant in a fair fight. However, taking his increased stats into account, we would recommend that you wait until Serah and Noel have in the region of 3,000 HP and 3,800 HP respectively – and, ideally, much more for a less protracted encounter. We would also suggest that you have the Bunkerbeast (at around Level 30) and a maxed-out Dragoon in your Paradigm Pack; a well-developed monster Medic is useful, but not vital.

Once you are ready to tackle this challenge, use the 'Scars' Gate Seal (found in Yaschas Massif (010 AF) – see overleaf) to close the Bresha Ruins (005 AF) Gate on the Historia Crux. After the (brief) opening fight, you can skip all cinematics, then make your way directly to Atlas.

As in your early story confrontation, Atlas employs a limited number of ponderous assaults. You can easily mitigate the damage caused by these with a swift Paradigm Shift to Tortoise, and you have ample time to switch: Atlas may be a mighty war machine, but he telegraphs his punches like a rank amateur. Use the Discretion Paradigm to heal your party when required while the Dragoon stabilizes the Chain Gauge; you could also use the all-MED Salvation to minimize breaks in your full offensive. The success rate of debuffs against Atlas is rather low, so there's no real need to employ a SAB. You should also note that his "hand clap" attack removes active buffs, so employing a Synergist will slow the battle down.

When you are not reacting to his attacks, use Relentless Assault to wear Atlas down. He has a huge Chain Resistance, but raising the Chain Gauge will make a big difference as the battle progresses. Defeating him unlocks the A Giant Mistake Paradox Ending, and you obtain the "Transcript: A Giant Mistake" Fragment and a total 11,000 CP as a reward. You may also pick up a rare Gold Bangle and Potent Generators in the Spoils, though the probability of picking up the former is a slender 5%.

POINTS OF INTEREST

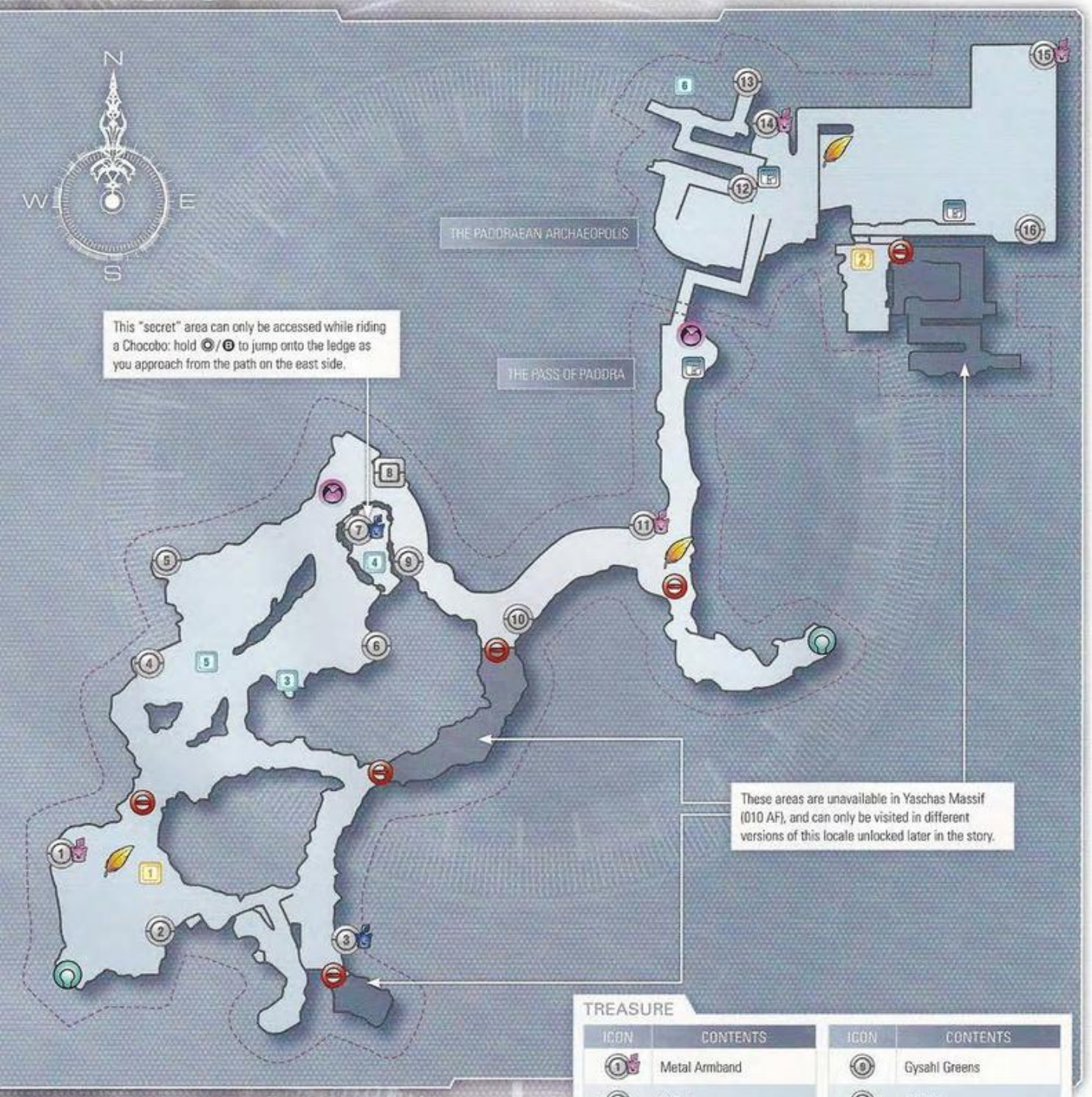
- On your first story playthrough, there are two "optional" Live conversations that can occur in specific areas. The first is in the dead end on the east side of the west tunnel, right by the treasure sphere that contains eight Mana Droplets. The second is in the far northwest of the map, inside the tunnel, close to a treasure sphere containing a Star Pendant.

- The northwest tunnels are a good spot to grind for mechanical Grade 1 monster materials; the Hoplites are generally a better bet than Pulsework Knights. Garchimacera and Gremlins are extremely common in the external Echoes of the Past area; both have Potent Droplets as their Common Drop.

- The elevated walkway in the south of the Excavation Site zone features an oddity: a yellow rotating circle just in front of a gap in the barrier. This is actually a spot where you can perform a special jump while riding a Chocobo. It serves no purpose other than to offer a swift (and rather unorthodox) return to the lower level.

YASCHAS MASSIF (010 AF)

Though the Feral Behemoths may rule the Pass of Paddra on your first visit, rest assured that you can return to exact casual vengeance for unfortunate chance encounters at a later date.


N
W
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S
THE PADDRAEAN ARCHAEOPOLIS
THE PASS OF PADDRA
This "secret" area can only be accessed while riding a Chocobo: hold ◎/Ⓑ to jump onto the ledge as you approach from the path on the east side.
These areas are unavailable in Yaschas Massif (010 AF), and can only be visited in different versions of this locale unlocked later in the story.

TREASURE

ICON	CONTENTS	ICON	CONTENTS
1	Metal Armband	9	Gysahl Greens
2	500 gil	10	540 gil
3	Power Chip (x10)	11	Pearl Necklace
4	960 gil	12	Remedy (x3)
5	Mana Sliver (x8)	13	Carbuncle Figurine
6	Mana Bolt (x8)	14	Warding Talisman
7	Unicorn Horn	15	Gysahl Greens
8	'Scars' Gate Seal	16	Serenity Sachet

FRAGMENT OVERVIEW

NAME	NOTES
Aloeidai Fragment	Awarded during the course of the main storyline.
Pathos Jewel	See the corresponding entries.
Misery's Bead	
Amur's Sphere	
Innocence's Sacred Sphere	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of Yaschas Massif	Speak to the Researcher close to the Gate in the southwest of the Pass of Paddra.
2	Hollow Artefact	Obtained after speaking with Hope during the course of the main storyline. This activates the Gate on the far east of the Pass of Paddra area to unlock Oerba (200 AF).
3	Tablet of Paddra	Found in a treasure box. Key item required for the Orb of Clotho side quest in Yaschas Massif (01X AF).
4	Fruit of Fenrir	Found in a treasure box on top of the "secret" area in the Pass of Paddra; you'll need the Moogle Throw or a Chocobo to reach it. Key item for the Sword of Lachesis side quest in Yaschas Massif (01X AF).
5	Behemoth Fang	Obtained by defeating a Feral Behemoth for the first time. Key item for the Misery's Bead side quest.
6	Pathos Jewel	Requires a Moogle Throw.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Feral Behemoth (COM – 10%)	Potent Sliver/ Power Chip	Spawns in the darkened area on the west side of the Pass of Paddra area. See "Fragment: Misery's Bead".
Gahongas (SYN – 20%)	Mana Sliver/ Shattered Bone	Will augment their prowess with buffs unless defeated quickly.
Gandayaks (COM – 25%)	Power Sliver/ Shattered Bone	Can be tough opponents for a low-level party. Their powerful physical attacks regularly interrupt actions.
Mandrake (COM – 15%)	Remedy/ Molted Tail	Absorbs HP with its physical attacks. Can inflict Deprotect and Debrave.
Spiranthes (MED – 25%)	Potent Droplet/ -	Has the Item Collector passive ability. See "Points of Interest" for more information.
Uridimmu (COM – 15%)	Remedy/ Potent Droplet	Should be little more than cannon fodder by this stage.

SUMMARY: STORY OBJECTIVES

- Travel to the waypoint in the northeast of the Pass of Paddra area, speak to the woman by the barrier, then defeat Aloeidai.
- Follow Hope; speak with the guard at the gate, then complete all conversations with Hope.
- Travel to the Gate on the far west side of the Pass of Paddra, then activate it with the Hollow Artefact and travel to Oerba (200 AF).
- See page 40 for a complete walkthrough.

SIDE QUESTS: KEY ITEMS

01

Be sure to collect the **Tablet of Paddra** before you reach Chocolina in the Pass of Paddra; this will enable you to complete its related side quest on arrival in Yaschas Massif (01X AF). You can also pick up the **Fruit of Fenrir** for the Sword of Lachesis side quest in the same location, but this requires a little more effort. You cannot reach the raised area where the treasure box is located until you unlock Chocobos on the map, but those who have the Moogle Throw ability can pick it up early by hurling Mog from a position close to Chocolina (01).

FRAGMENT: PATHOS JEWEL

You can only collect this hidden Fragment if you have the Moogle Throw ability. After completing the conversations with Hope, climb the ramps in the northeast of the Paddraean Archaeopolis area. Stand by the barrier next to the giant head and perform a Moogle Hunt to reveal the treasure box. You can then use a Moogle Throw to open it and obtain the Pathos Jewel Fragment and 300 CP (📷 02).

02

FRAGMENT: MISERY'S BEAD

Requirements: Speak to Hope and obtain the Hollow Artefact.

Speak to Brenda, who is found southeast from Chocolina in the north of the Pass of Paddra area. She needs a Behemoth Fang, which can be obtained by defeating a Feral Behemoth. While this is certainly something that you can achieve on your first visit with a well-leveled party and a strong Sentinel (the Pulse Knight being a mainstay at this stage in the game), you will find it much easier to return here and complete this short side quest later in the story – for example, when you return to complete the Amur's Sphere side quest after collecting the Old Battery from Yaschas Massif (01X AF). Though the Feral Behemoth attacks are still potentially devastating, the battle is rather easy by that stage if you use the Delta Attack Paradigm. Once you obtain the Behemoth Fang, deliver it to Brenda to obtain the Misery's Bead Fragment and 300 CP.

FRAGMENT: AMUR'S SPHERE

Requirements: Speak to Hope and obtain the Hollow Artefact. You must unlock Yaschas Massif (01X AF) to complete this side quest.

Speak to Cole in the Paddraean Archaeopolis, usually found at the bottom of the ramp from Hope and Alyssa, to start this side quest. Travel to Yaschas Massif (01X AF) to find a treasure box hidden behind crates just south of the Chocobo in the Paddraean Archaeopolis area (see page 96). Return the Old Battery key item to Cole in 010 AF to claim the Amur's Sphere Fragment and 300 CP.

FRAGMENT: INNOCENCE'S SACRED SPHERE

Requirements: Speak to Hope and obtain the Hollow Artefact. Cannot be completed until you can access Yaschas Massif (110 AF).

Speak to Shannon in the Paddraean Archaeopolis to start this side quest; she's usually standing close to the ramp that leads up to the giant head. On arrival at Yaschas Massif (110 AF), head to the northwest of the Pass of Paddra and open the treasure box with a Moogle Throw to obtain the Outdoor Watch key item (see page 96). Return this to Shannon in 010 AF to obtain the Innocence's Sacred Sphere Fragment and 300 CP.

POINTS OF INTEREST

- The fairly common Spiranthes enemy type has the Item Collector passive ability, which increases your odds of obtaining Rare Drops in post-battle Spoils when it is present in your party. If you intend to farm generic opponents for specific rewards, placing this monster MED in your Paradigm Pack can be a lucrative trick.
- Feral Behemoths have a 75% chance of dropping two Potent Slivers (a Grade 2 monster material), and always give 300 CP and 360 gil per battle. Once you can defeat them quickly and easily with Delta Attack (or, later in your party's development, Relentless Assault), their 100% spawn rate in their Pass of Paddra habitat presents an interesting farming opportunity.

OERBA (200 AF)

Those who remember Oerba from its appearance in Final Fantasy XIII will have little trouble finding their way around this desolate village. With no formal side quests to complete, you can claim all but one of the potential rewards here during your first visit.

PRIMER
WALKTHROUGH
COMPLETION TIMELINE
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INDEX

TREASURE

ICON	CONTENTS
1	Gysahl Greens (x2)
2	Power Wristband
3	Map of Oerba
4	'Visions' Gate Seal
5	Magician's Mark
6	550 gil
7	Cie'th Tear (x3)
8	Hypnocrown
9	Librascope
10	600 gil
11	Power Bolt (x10)*

* Only available after the confrontation with Caius; drop through the broken skylight on the roof terrace to find it.

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Wild Artefact	Requires the Moogle Throw; see "Points of Interest" for more information.
2	Artefact of Origins	Appears on the Deserted Schoolhouse rooftop after the fight with Caius Ballad. Used to unlock Yaschas Massif (01X AF).
3	Giant Egg	Requires the Moogle Hunt ability. Key item for the Giant Egg side quest.
4	Graviton Core Gamma	Requires the Moogle Hunt ability. Key item for the Graviton Core quest.

FRAGMENT OVERVIEW

NAME	NOTES
Giant Egg	See the corresponding entry.
Time's Stardust	Unlocked through story progression.
Time's Shell	
Time's Coral	
Graviton Core Gamma	See the corresponding entry.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Chelicerata (SAB – 20%)	Potent Sliver/ Mana Sliver	No longer appear once all story objectives for the area have been completed.
Clione (SYN – 20%)	Potent Droplet/ Power Sliver	
Chonchon (untameable)	Painkiller/ Cie'th Tear	Can inflict Curse, Imperil and Deshell. Cannot be Provoked by a Sentinel.
Frag Leech (COM – 15%)	Potent Chip/ Molted Tail	Encountered in the very top part of Village Proper, close to the steps, and the Ashensand.
Ghast (untameable)	Potion/ Cie'th Tear	Generally not too much trouble when you encounter one, but two or more at once might require the use of Delta Attack at lower levels.
Lucidon (COM – 7%)	Potent Sliver/ Shattered Bone	This extremely rare monster will only appear once you have completed all main story objectives for the area. Aim for a quick Stagger to finish it.
Seeker (untameable)	Holy Water/ Cie'th Tear	Try to dispatch these weak enemies first when they are paired with a more resilient foe (such as the Ghast).
Zwerg Scandroid (RAV – 15%)	Potent Bolt/ Mana Chip	Weak and unremarkable.

FRAGMENT: GRAVITON CORE GAMMA

This Fragment can be found on a rooftop close to the center of the map in the Village Proper area. You can only reach it once Chocobos appear after the fight with Caius. Hold ◎/Ⓑ to fly over the gap (📷 02), then dismount and use the Moogle Hunt to reveal it.

02

SUMMARY: STORY OBJECTIVES

- Perform a Moogle Hunt to reveal each Temporal Rift in turn and solve the puzzles to restore the Oerba map section by section.
- Head to the Deserted Schoolhouse and examine the Oracle Drive on the rooftop; defeat Caius Ballad.
- Collect the Artefact of Origins, then use this to activate the Gate in the northeast of the Village Proper area. Travel to Yaschas Massif (01X AF).
- See page 42 for a complete walkthrough.

FRAGMENT: GIANT EGG

Located in the very south of the map, next to the position where you arrive. Facing the Gate, it's just off to the left and must be revealed with the Moogle Hunt ability. Due to the "overexposed" nature of the light here, its outline can be difficult to see – especially as this is the last position you might expect to find a collectible (📷 01).

01

POINTS OF INTEREST

- The Wild Artefact available in this area can only be collected once you complete the third Temporal Rift, requires the Moogle Throw, and is one of the most well-hidden objects in the entire game – unless you can count on the luxury of a heads-up and an illustrative screenshot, that is (📷 03).
- As this is the first point where you face Cie'th in numbers, you should pick up a number of Cie'th Tear components. These enable you to purchase the "Delicate" version of a number of accessories at Chocolina's shop, which provide a cost-effective way to boost Serah and Noel before (and even after) you expand their Capacity ratings. You can mix-'n'-match accessories of this kind in any way that suits your current needs.
- Ruinga and area-effect spells with the W-formation (see page 205) are very effective against the large groups that you encounter in this area (particularly Seekers and Chonchons).
- The Frag Leech and Zwerg Scandroid enemy types are notable for the number of low-grade monster materials they relinquish.
- In case you are wondering, the small robot that can be found close to Chocolina in the Village Proper area is called Bhakti.

03

PARADOX ENDING: VANILLE'S TRUTH

This Paradox Ending (and its related Fragment) can only be unlocked after you complete the main storyline. If you have yet to do so, stop reading now and return here later. Serah and Noel should have a minimum of 2,500 HP and 3,500 HP respectively, though we would recommend more – as is so often the case, the better their core stats are, the easier this trial will be. The fight can last for up to (and potentially over) twenty minutes at this level, and requires snappy reflexes for certain Paradigm Shifts and manual ability selections.

Once you have the Paradox Scope, turn it on in the Fragment Skills menu and close the Gate for Oerba (200 AF) with the 'Encounters' Gate Seal (found in Yaschas Massif (01X AF) – see overleaf). You do not need to complete the three Temporal Rifts with Time Reversal active, so just head straight for the Deserted Schoolhouse and, after setting up the Paradigm Deck specified in the accompanying table, trigger the confrontation with Caius.

SUGGESTED PARADIGM DECK

PARADIGM	NOEL	SERAH	MONSTER	STRATEGY
Premeditation	SYN	SAB	SEN	Useful to begin each "round" against Caius (at the beginning, and after he revives himself). Try not to refresh buffs until they disappear, because time is of the essence in this battle.
Smart Bomb	SAB	RAV	RAV	Once you have all buffs and your HP is fine, use this to build the Chain Gauge while inflicting ailments. If Caius uses Body and Soul while Staggered, and you have full HP and are about to defeat him, consider using this Paradigm to cast Dispel while increasing his Chain Bonus. It's risky, but with full HP you shouldn't die in a single attack. The gamble is worthwhile if Caius is low on HP.
Attrition	SAB	MED	SEN	The moment you see Body and Soul, switch to this and immediately use Noel to Dispel Caius's buffs. The SEN and the MED will enable you to survive (and instantly recuperate) if he hits you before you can remove his status enhancements.
Cerberus	COM	COM	COM	The moment you Stagger Caius, switch to this Paradigm for maximum damage.
Consolidation	SEN	MED	SEN	Whenever things go wrong (if a switch to Smart Bomb should go awry, for instance), use this to heal everyone. Be quick!

Caius has a far higher HP total in this confrontation (see page 292 to learn his precise stats), and is a much more redoubtable opponent. The key to winning the battle is to negate the effect of his Body and Soul ability. This heals him, has a Regen effect, and will imbue him with Bravery and Faith to greatly increase the damage he inflicts. If you allow him to maintain these abilities for more than a few seconds, he can hit your party with powerful attacks that necessitate healing... which means that the active Regen effect can restore him to full HP while you are distracted.

For a reasonably well-developed post-story party, the danger is that you can get caught in a cycle where Caius cannot defeat you, but you lack the raw power to knock him down before he heals. The solution is to employ Saboteurs. Ensure that Caius is suffering from the effects of Poison, Deshell and Deprotect at all times; Imperil is possible, but rarely sticks. You can then use the tactics outlined in the Paradigm Deck table. The moment you see the prompt for Body and Soul, switch to Attrition and use Noel to cast Dispel and remove Caius's buffs *immediately*.

Feral Links are very important in this fight if your party only meets the basic requirements, because they enable you to make the most of Staggers; you may benefit from pre-charging the gauges before you begin. The moment you Stagger Caius with Smart Bomb, use the monster RAV's Feral Link to build the Chain Bonus. As soon as this ends, instantly switch to Cerberus and use your monster COM's Feral Link to cause additional damage.

When Caius finally falls, enter Oerba (??? AF) to obtain the Transcript: Vanille's Truth Fragment and 10,000 CP.

YASCHAS MASSIF (01X AF)

Though the main story visit is brief, and you now can dismiss most of its familiar monsters with contemptuous speed, this "alternate" Yaschas Massif has three side quests to complete straightaway. A fourth, in sharp contrast to the relative simplicity of other tasks, is a challenge that you cannot hope to beat until much, much later...

THE PAOORAEAN ARCHAEOPOLIS
As in all versions of Yaschas Massif, you'll need a Chocobo and a well-timed jump to reach this raised area – this time to speak to Bridget to begin (and complete) the Sword of Lachesis side quest.
THE PASS OF PADDRA
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S

TREASURE

ICON	CONTENTS
1	'Encounters' Gate Seal
2	600 gil

FRAGMENT OVERVIEW

NAME	UNLOCK CONDITION
Orb of Clotho	See the corresponding entry.
Sword of Lachesis	
Mirror of Atropos	
Gorgyra Fragment	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Old Battery	See "Points of Interest".
2	Mysterious Artefact	Use a Moogle Hunt to reveal it; activates the Gate in the far south of the map, which unlocks The Void Beyond.
3	Emerald Crystal	See Fragment: Mirror of Atropos for further details.
4	Onyx Crystal	
5	Ivory Crystal	
6	Gorgyra (Cie'th)	Part of the Gorgyra Fragment side quest.

SUMMARY: STORY OBJECTIVES

- Head to the waypoint in the Paddraean Archaeopolis, then complete the sequence of conversations with Hope.
- Travel to the top of the ramps in the south of the Paddraean Archaeopolis, then use the Moogle Hunt to reveal the Mysterious Artefact. Use this on the Gate in the far south of the map.
- See page 44 for a complete walkthrough.

FRAGMENT: ORB OF CLOTHO

Requirements: Complete the main storyline conversations with Hope.

Speak to Marlow in the Paddraean Archaeopolis. The item he requires is the Stone Tablet. You should have collected this on your first visit to Yaschas Massif (010 AF); if not, turn to page 90 to learn its location. Deliver the item to Marlow to obtain the Orb of Clotho Fragment and 300 CP.

FRAGMENT: SWORD OF LACHESIS

Requirements: Complete the main storyline conversations with Hope.

Speak to Bridget on the "secret" raised area in the north of the Pass of Paddra to begin the Sword of Lachesis side quest. She needs a flower that only bears fruit during an eclipse – which, unless you took our advice to pick up the Fruit of Fenrir earlier, necessitates a trip to the identical locale in 010 AF (see page 90). Return this item to Bridget to obtain the Sword of Lachesis Fragment and 300 CP.

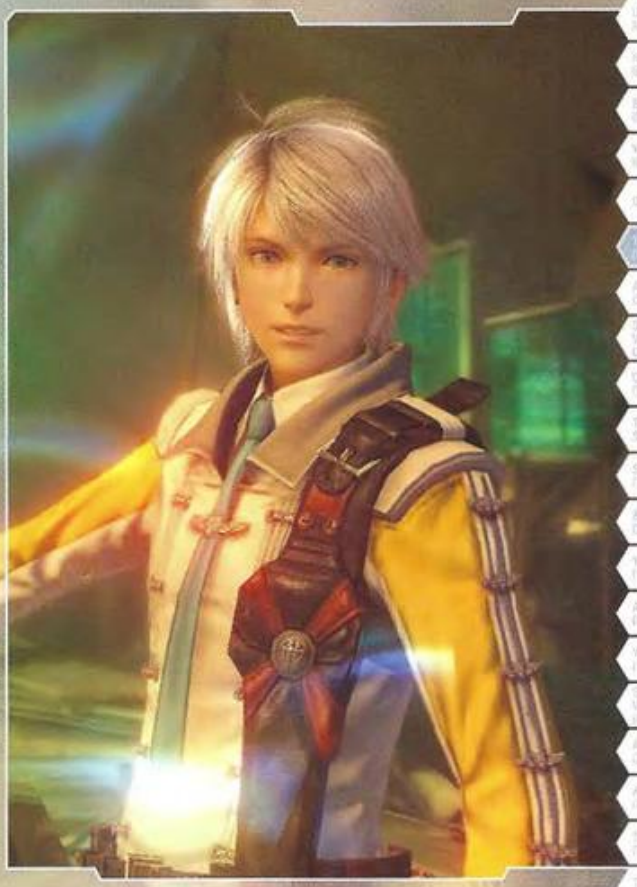
FRAGMENT: MIRROR OF ATROPOS

Requirements: Moogle Throw ability. Complete the main storyline conversations with Hope.

Speak to Lester in the Paddraean Archaeopolis; you can usually find him wandering around the main square. He wants you to find three "falling stars". Return all three to Lester to claim the Mirror of Atropos Fragment and 300 CP.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Gahongas (SYN – 20%)	Mana Sliver/ Shattered Bone	Attack infrequently, but will augment their prowess with buffs unless defeated quickly.
Gandayaks (COM – 25%)	Power Sliver/ Shattered Bone	Their powerful physical attacks regularly interrupt actions.
Mandrake (COM – 15%)	Remedy/ Molted Tail	Absorbs HP with its physical attacks. Can inflict Deprotect and Debrave.
Narasimha (COM – 10%)	Power Sliver/ Chronomist	See "Points of Interest".
Necrosis (SAB – 10%)	Molted Tail/ Chronomist	A rare monster type. Delta Attack is recommended for low-level parties.
Spiranthes (MED – 25%)	Potent Droplet/ -	Uses Life Drain to attack, dealing low damage and healing itself.
Uridimmu (COM – 15%)	Remedy/ Potent Droplet	Should be little more than cannon fodder by this stage.



The **Emerald Crystal** is found in a treasure box inside a hole in the west of the Pass of Paddra area. Use a Moogle Throw to collect it.

The **Onyx Crystal** is found in a treasure box a short walk south from the middle of three barriers (marked with red circles on the main map). Look for a pile of stone debris, and you should spot it; use the Moogle Hunt to reveal it.

The **Ivory Crystal** is found in a treasure box close to the south gate, beneath the metal walkway.

POINTS OF INTEREST

- There is a treasure box hidden behind a collection of crates just northwest of the command center where the Oracle Drive is found. Use a Moogle Throw to open it. The Old Battery inside is required for the Amur's Sphere side quest in Yaschas Massif (010 AF).

- The Gate on the west side of the Pass of Paddra requires a Wild Artefact to activate, and leads to Augusta Tower (300 AF).

- The Narasimha is a Behemoth-class rare monster. Despite its misleadingly high HP, it's only marginally tougher than its Feral cousin in Yaschas Massif (010 AF) if you employ the correct strategy; we suggest that you set up the Solidarity (MED, COM, SEN) Paradigm in anticipation of a chance encounter. Start the battle with Delta Attack, and you'll sail through the first stage of the fight without any issues. Approximately halfway through the fight, the Narasimha will stand on its hind legs, draw a sword and completely replenish its own HP. Its new area-effect attacks mean that the efficiency of your Sentinel will be greatly reduced – and your party may fall quickly. Switch to the Solidarity Paradigm, and your sole COM will exploit the high Chain Bonus to finish the fight while your MED keeps everyone in good health.

- As the fleet-footed Gandayaks and Gahongas enemies are near-impossible to avoid once they materialize, we strongly recommend that you leave the process of hunting for the Narasimha and Necrosis opponents until much later in the story, when you will acquire an ability that increases the spawn rate for rare adversaries.

FRAGMENT: GORGYRA FRAGMENT

Requirements: Complete the main storyline conversations with Hope.

This side quest challenges you to defeat Gorgyra, a powerful monster that you cannot possibly beat until your party reaches a developmental stage far ahead of your progress when you first arrive in this area. Once you meet the baseline requirements specified in the accompanying tables, speak to Duncan in the Paddraean Archaeopolis to begin the side quest; he's usually standing by the ramp that leads up to Hope and Alyssa. Gorgyra can be found in the clearing in the southwest of the Pass of Paddra, and will appear automatically as you walk around.

RECOMMENDED PARTY

PARTY BUILD	SERAH	NOEL
HP	2,500	3,000
Strength	-	-
Magic	300	200
COM	Lv. 50; Bonus Boost II	Lv. 60; Bonus Boost II
RAV	Lv. 60; Bonus Boost II	Lv. 60; Bonus Boost II
SEN	-	-
SAB	Lv. 50; Bonus Boost II	-
SYN	-	-
MED	-	Lv. 35; Bonus Boost II
ATB Level	4	4
Accessory Capacity	70	70
Special Required	Yes (Ultima Arrow)	No
Weapon	-	-
Accessories	Ailment resistance (especially Fog and Poison)	

PARADIGM PACK

MONSTER	ROLE	LEVEL	NOTES
Mud Frog	RAV	20	This monster is easy to max out and offers a good Feral Link ability.
Cloudburst	RAV	20	Fulfilling the primary offensive role for this Paradigm Pack, Cloudburst can be more effective if infused with Blizzard and Blizzara. At the Crystarium expansion, choose an extra ATB slot.
Flanitor	MED	23	Cura is a must. Esunada, acquired at Level 34, will help even more, but you may be able to get by without it. At the Crystarium expansion, choose an extra ATB slot.

- Before entering the battle, fully charge the Feral Link gauge for your Mud Frog (Cleansing Overture) and Cloudburst (Friendly Fire). Both of these skills are vital to the expediency of this strategy.
- Gorgyra inflicts waves of random status ailments, is hard to damage before Staggering, and casts Doom if the battle lasts too long. Therefore, you should aim to take her down during a single Stagger while keeping your party in good shape.
- Start in Smart Bomb with an application of Deprotect and Deshell, then alternate between the two Diversity-W Paradigms to build and maintain the Chain Gauge while keeping your party healthy, making use of the "ATB Refresh" technique (see page 199). You should aim to prolong your Chain Duration (see page 194) to maximize the potential Stagger period. Do not bother with other debuffs; Gorgyra is immune to both Poison and Imperil, but is already weak to all elements. She also halves physical damage.
- If things look especially rough, switch to Discretion-W to remove ailments and heal quickly. As you get close to a Stagger (around 280-290%), use this Paradigm to ensure that your HP is topped up as you prepare to switch to an all-out offensive.
- Return to Smart Bomb to Stagger Gorgyra. If any allies remain afflicted with ailments, use Cleansing Overture, which removes all status effects from both allies and enemies, then immediately reapply Deshell to Gorgyra.

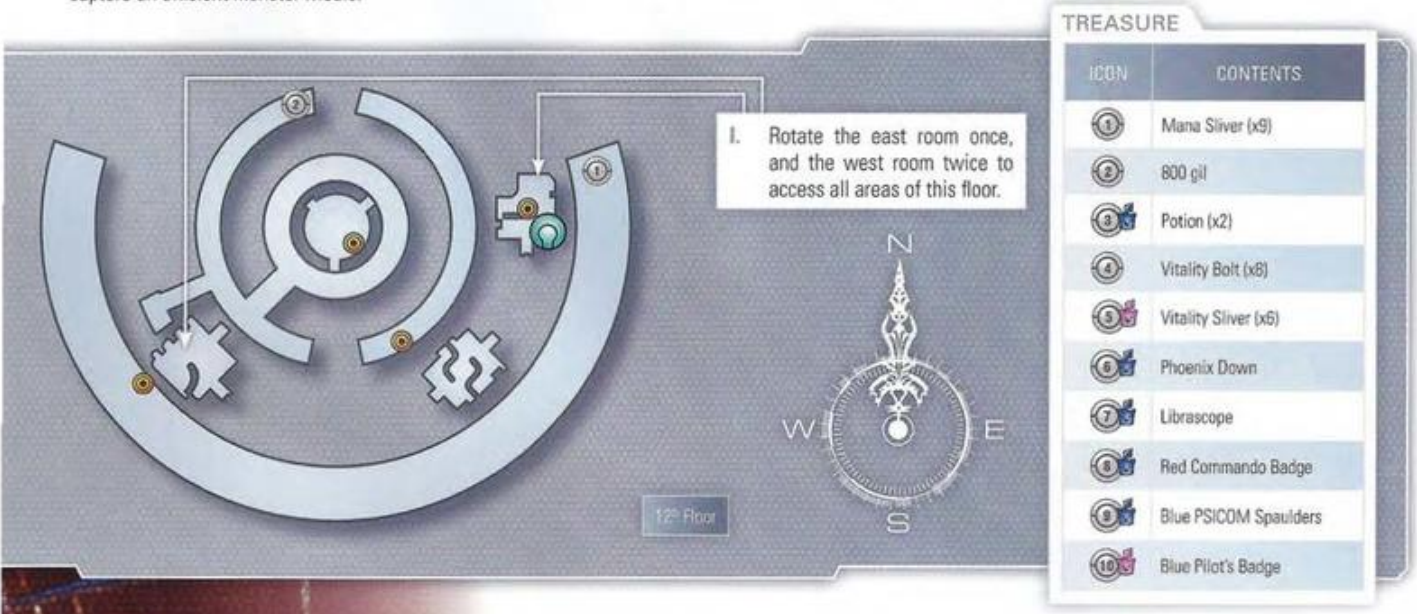
SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER
Smart Bomb	SAB	RAV	Mud Frog
Diversity-W	COM	RAV	Flanitor
Diversity-W	COM	RAV	Flanitor
Discretion-W	COM	MED	Flanitor
Tri-disaster	RAV	RAV	Cloudburst
Aggression	COM	COM	Cloudburst

- Switch to Tri-disaster and use Ultima Arrow, followed immediately by Friendly Fire. This combination bestows your entire party with Faith and Enfrost and will boost your damage many times over. It's now a simple matter of shifting to Aggression to cast Ruin repeatedly. The Stagger should last long enough for you to deplete all of Gorgyra's remaining HP. Try to maintain a continuous stream of attacks; you'll want to interrupt her as often as you can to prevent her from conducting any actions during the Stagger.
- If you feel that your offense needs a bit more punch, consider replacing one of the Diversity-W Paradigms with another Aggression. This will enable you to use the ATB Refresh technique during the Stagger.

AUGUSTA TOWER (300 AF)

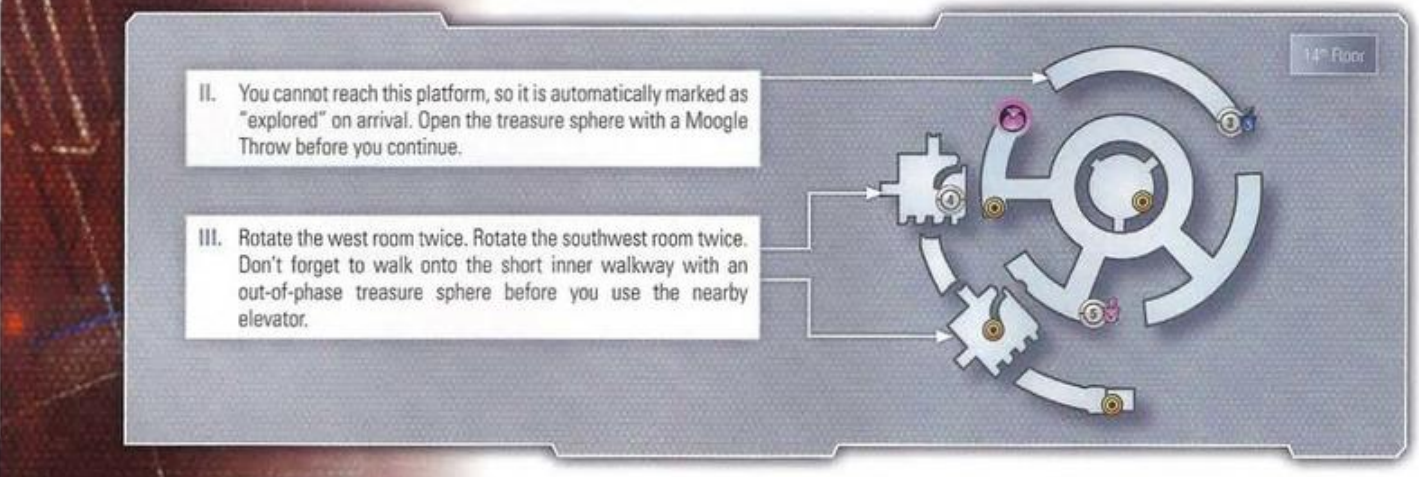
Though it becomes a mandatory main storyline destination during Episode 4, you can actually travel to Augusta Tower (300 AF) and complete all necessary objectives in advance once you reach Yaschas Massif (01X AF). This offers early access to an interesting farming spot for certain Monster Materials, and the opportunity to capture an efficient monster Medic.



I. Rotate the east room once, and the west room twice to access all areas of this floor.

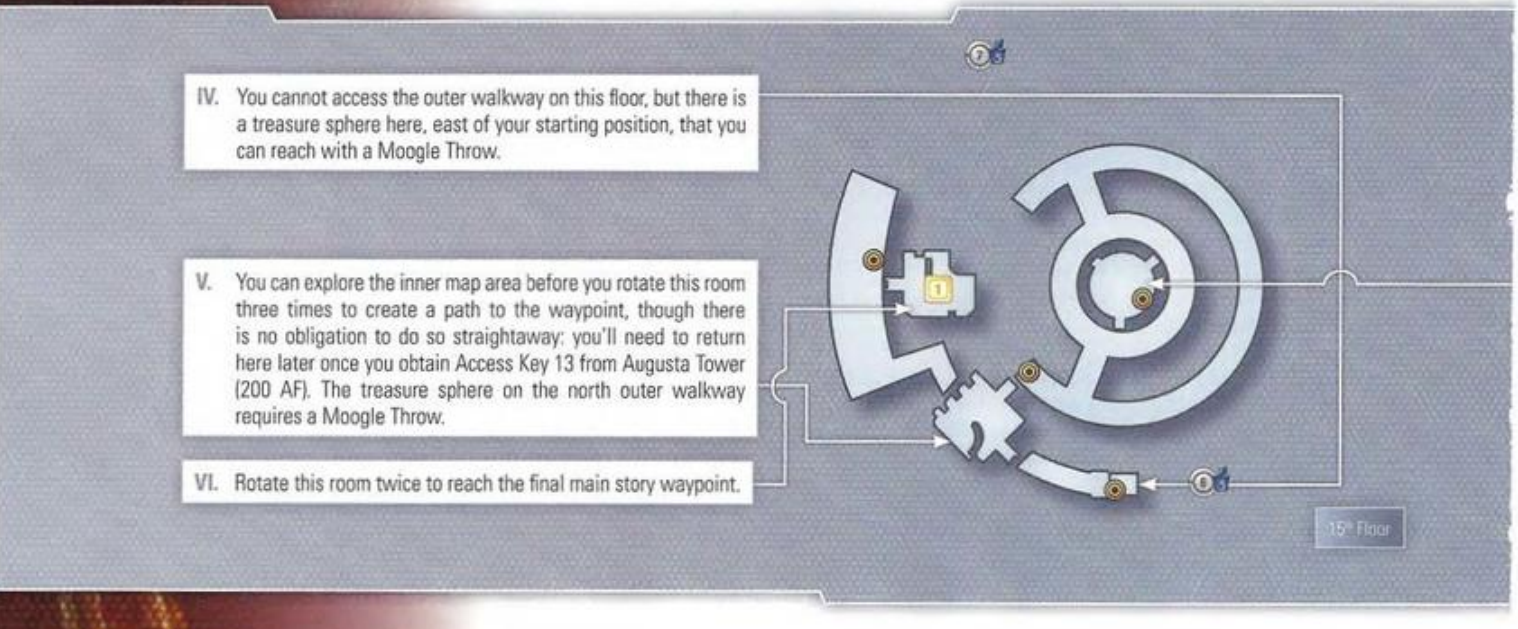
TREASURE

ICON	CONTENTS
1	Mana Sliver (x9)
2	800 gil
3	Potion (x2)
4	Vitality Bolt (x8)
5	Vitality Sliver (x6)
6	Phoenix Down
7	Librascope
8	Red Commando Badge
9	Blue PSICOM Spaulders
10	Blue Pilot's Badge



II. You cannot reach this platform, so it is automatically marked as "explored" on arrival. Open the treasure sphere with a Moogle Throw before you continue.

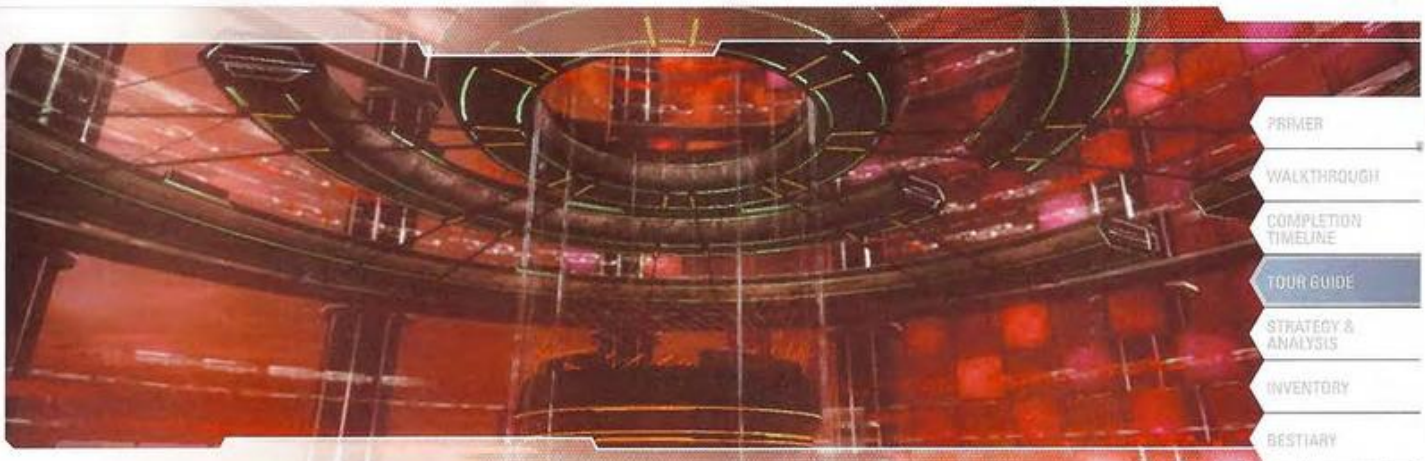
III. Rotate the west room twice. Rotate the southwest room twice. Don't forget to walk onto the short inner walkway with an out-of-phase treasure sphere before you use the nearby elevator.



IV. You cannot access the outer walkway on this floor, but there is a treasure sphere here, east of your starting position, that you can reach with a Moogle Throw.

V. You can explore the inner map area before you rotate this room three times to create a path to the waypoint, though there is no obligation to do so straightaway: you'll need to return here later once you obtain Access Key 13 from Augusta Tower (200 AF). The treasure sphere on the north outer walkway requires a Moogle Throw.

VI. Rotate this room twice to reach the final main story waypoint.



OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Access Key 50	Critical main story item; required to progress in Augusta Tower (200 AF). Obtained by interacting with the terminal at this position.

FRAGMENT OVERVIEW

NAME	NOTES
Entropy Board	Awarded automatically once you select the correct Live Trigger response (1237172) at the highlighted terminal on the 15th Floor. Obtained through core story progression.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Dragoon (COM – 10%)	Potent Chip/ Analog Circuit	See "Points of Interest".
Flanborg (COM – 10%)	Potent Engine/ Transparent Ooze	See "Points of Interest".
Flanitor (MED – 15%)	Potent Engine/ Transparent Ooze	Largely irrelevant as an attacking threat, the Flanitor will heal its allies. Low-level parties should neutralize it first.
Orion (COM – 10%)	Potent Chip/ Analog Circuit	See "Points of Interest".
Thexteron (SYN – 10%)	Potent Sliver/ Iron Shell	The weakest enemy in the area; of no great consequence.

SUMMARY: STORY OBJECTIVES

- Reach the 15th Floor to obtain the Access Key 50 item.
- Return to Augusta Tower (200 AF) and use it to progress beyond the 50th Floor.
- See page 53 for a complete walkthrough.

POINTS OF INTEREST

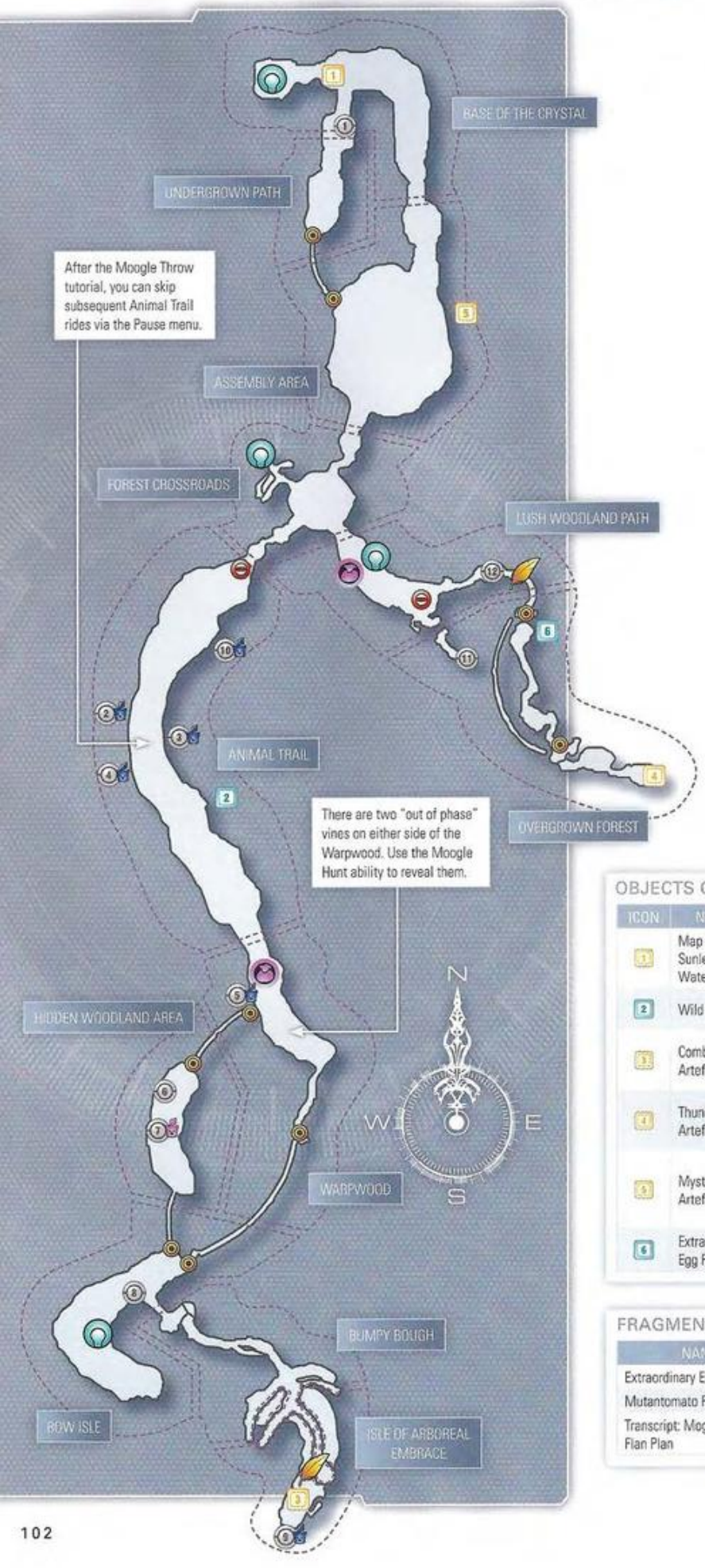
- If you are aiming for 100% exploration for Augusta Tower, note that you can only obtain the Map of Augusta Tower during Episode 4 when you visit the 200 AF location.
- Flanitors and Flanborgs are a good source of Potent Engines, a Grade 3 Monster Material for use on Mechanical-type monster allies. We highly recommend that you recruit a Flanitor, a very useful monster Medic.
- Once you complete Augusta Tower (200 AF) and obtain Access Key 13, you will find that the 13th Floor contains the Dragoon and Orion enemy varieties found in 200 AF. This makes it an efficient spot to farm for Grade 2 and Grade 3 Monster Materials at the same time – especially with the Encounter Master Fragment Skill active.

VII. Once you have obtained Access Key 13 by completing all three side quests in Augusta Tower (200 AF), return to the central elevator on the 15th Floor and interact with the panel to reach the 13th Floor.

VIII. One of the three treasure spheres on this floor requires the Advanced Moogle Hunt, obtained automatically later in the main storyline.

13th Floor

SUNLETH WATERSCAPE (300 AF)



As both host and hub for one of the two Episode 3 main storyline branches, Sunleth Waterscape is a little more difficult than the Yaschas Massif plotline – and, brief foray to pick up the Moogle Throw ability aside, is best left until after Yaschas Massif (01X AF). Though its two Fragments can be collected with relative ease, power gamers will return here to hunt two rare monsters and the immensely efficient Potent Sliver farming opportunities.

TREASURE

ICON	CONTENTS
1	625 gil
2	Librascope
3	Mana Chip (x8)
4	Silver Bangle
5	Vitality Chip (x7)
6	Frost Ring
7	Unicorn Horn
8	Zephyr Ring
9	Ember Ring
10	Spark Ring
11	960 gil
12	Vitality Droplet (x9)

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of the Sunleth Waterscape	Speak to Snow after the opening battle against the Royal Ripeness.
2	Wild Artefact	Found hovering on the east side of the Animal Trail. Use a Moogle Throw to collect it.
3	Combat Artefact	Obtained after you defeat the Miniflan in the Isle of Arboreal Embrace area. Used to activate the Bow Isle Gate and unlock Coliseum (??? AF) at the Historia Crux.
4	Thundering Artefact	Obtained after you defeat the Miniflan in the Overgrown Forest area. Used to activate the Gate in the Base of the Crystal area to unlock Archylte Steppe (??? AF).
5	Mysterious Artefact	Can be obtained from the Assembly Area with a Moogle Throw after you defeat Mutantomato. Activates the Gate in the Forest Crossroads area to unlock Academia (400 AF).
6	Extraordinary Egg Fragment	Found in the lower part of the Overgrown Forest area. Requires the Moogle Throw.

FRAGMENT OVERVIEW

NAME	NOTES
Extraordinary Egg Fragment	Moogle Throw required. See corresponding entry.
Mutantomato Fragment	Awarded during the course of the main storyline.
Transcript: Mog's Marvelous Flan Plan	See "Paradox Ending" on the page to your right.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Calautidon (SEN – 10%)	Potent Sliver/ Millerite	See "Points of Interest".
Ceratoraptor (RAV – 20%)	Potent Sliver/ Moistened Scale	These two monster types are quite common in the far north of the map. The Ceratoraptor can employ its Courtship Dance ability to call additional Ceratosaurs into the battle, so target it first.
Ceratosaur (SAB – 20%)	Potent Sliver/ Moistened Scale	
Fachan (SYN – 25%)	Mana Sliver/ Scaled Wing	Appears in the southern and eastern portions of the map, usually accompanied by Unsaganashi. Go for a quick kill with Relentless Assault.
Flanbanero (RAV – 15%)	Potent Sliver/ Vitality Sliver	The Flanbanero's Fira attack is extremely dangerous when you first visit the Sunleth Waterscape; target these opponents first when they accompany Miniflan.
Flandit (SEN – 10%)	Potent Sliver/ Power Sliver	These resilient enemies act as a "tank" for any weaker companions during your first visit; leave them until last. Rarely encountered until all main story objectives have been completed in the area.
Miniflan (COM – 33%)	Potent Droplet/ Vitality Sliver	Most common in the south of the map during your first visit. An unthreatening adversary.
Oannes (SYN – 15%)	Power Sliver/ Moistened Scale	Due to their high HP, low-level parties should concentrate on eliminating weaker monsters that accompany the Oannes during encounters with mixed groups.
Sahagin Prince (SYN – 10%)	Mana Orb/ Chronomist	This rare monster can appear in pairs or groups of three once all story objectives have been completed. We would advise that you return to fight them after making a little more progress in the main storyline.
Unsaganashi (SAB – 25%)	Mana Sliver/ Scaled Wing	See "Fachan".

SUMMARY: STORY OBJECTIVES

- Fight the Royal Ripeness on arrival, then head south to fight the Miniflan and collect the Combat Artefact. Use this to activate the Bow Isle Gate and visit Coliseum (??? AF), where you'll obtain the White Hole Gem.
- Head back to Sunleth Waterscape and defeat the Miniflan in the Overgrown Forest area to obtain the Thundering Artefact. Use this to activate the Base of the Crystal Gate and visit Archlyte Steppe (??? AF) to obtain the Black Hole Gem.
- Return to Sunleth and defeat the Mutantomato enemy; collect the Mysterious Artefact and activate the Forest Crossroads Gate to enter The Void Beyond.
- See page 46 for a complete walkthrough.

EXTRAORDINARY EGG FRAGMENT

This Fragment is found in the lower part of the Overgrown Forest area in the southeast of the map (📷 01). Use a Moogle Throw to obtain it before or after you defeat the nearby Miniflan to collect the Thundering Artefact.

01

WILD ARTEFACT

Once you acquire the Moogle Throw ability, use it to pick up this Wild Artefact on the east side of the Animal Trail while you are riding the beast (📷 02).

02

POINTS OF INTEREST

- The large groups of Ceratosaurs and Ceratoraptors in the far north of the map surrender huge quantities of Potent Slivers. This is by far the best place to farm these Grade 2 Monster Materials.
- Once Mutantomato has been vanquished, the Assembly Area is the best place to hunt for the rare Sahagin Prince and Calautidon enemy types. The Calautidon is an extremely dangerous monster that does not appear until all story objectives have been completed in this area. They cannot be Staggered and have a blanket resistance to all damage types. Low-level parties should avoid these enemies entirely. If you return to hunt it at a later date, bring Remedies to remove the Daze status effect, and employ a Saboteur to weaken the beast with debuffs; a monster COM with the Armor Breaker skill will also make a massive difference. Calautidons can be encountered on their own, or in pairs; only reasonably high-level parties should take on the latter.
- The Flanbanero and Miniflan enemy types disappear entirely after you defeat Mutantomato. Though both can be encountered on the Archylte Steppe, you can also close the Gate here to return and hunt them. The Flanbanero has the Vitality Sliver as its rare drop, with a 10% base chance of surrendering five per kill.

PARADOX ENDING: MISCHIEVOUS MOG'S MARVELOUS PLAN WITH FLAN

This Paradox Ending can be completed once Serah and Noel have in the region of 2,200 HP and 3,000 HP respectively, but becomes much easier (not to mention substantially faster) at a later point in their development. Ensure that you have a stock of Wound Potions and (optionally) Remedies, a solid monster Sentinel, a Level 34+ Flanitor for its invaluable Esunada spell, and a monster RAV with a proficiency in Wind-based attacks to exploit your opponent's weakness to this element – Cloudburst being an easy choice.

To begin the necessary fight with the Royal Ripeness, close the Gate at the Historia Crux, complete the mandatory opening battle, then approach the colossal Flan to initiate another confrontation.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER
Tri-disaster	RAV	RAV	Cloudburst
Smart Bomb	RAV	SAB	Cloudburst
Tortoise	SEN	SEN	SEN
Aggression	COM	COM	Cloudburst
Salvation	MED	MED	Flanitor
Diversity	RAV	COM	Flanitor

Strategy Overview

- The Royal Ripeness employs its attacks in fixed, recurring patterns, which makes him very predictable. Weaker parties can switch to Tortoise before all of them, reducing the need to make breaks for healing. Its Belch attack inflicts Poison; your Flanitor's Esunada spell can dispel this almost instantly.
- Your opponent is vulnerable to Deprotect and Deshell, so switch to Smart Bomb to inflict these straightaway. The Royal Ripeness cannot be Staggered and is continually healed by the Flan at its base, so the key to winning the fight is to increase the Chain Bonus to a high total. Use Tri-disaster for rapid increases, taking short breaks in Diversity to "fix" the gauge and perform minor HP top-ups. Don't worry about damage: the trick here is to set the Royal Ripeness up for a quick downfall.
- Once the Chain Bonus reaches a set threshold (somewhere in the region of 600% for highly advanced parties, or above 900% for those that only meet the minimum suggested requirements), reapply the two debuffs if they have expired, then switch to Aggression to go for the kill.

The strategy outlined here should enable you to avoid the worst effects of the Quivering Wrath ability. The Royal Ripeness casts this late in the fight when its HP drops to a fairly critical level, imbuing itself with the rare Haste status effect – and, more alarmingly, introducing massive Wound damage to its attacks. This is why focusing on Chain Bonus increments over damage pays off in the end. On completion of the battle, you are returned to the Historia Crux. Select the Sunleth Waterscape (??? AF) destination to view the Paradox Ending cinematic. Once it ends, you will receive the Transcript: Mog's Marvelous Flan Plan Fragment and 10,000 CP.

COLISEUM (??? AF)

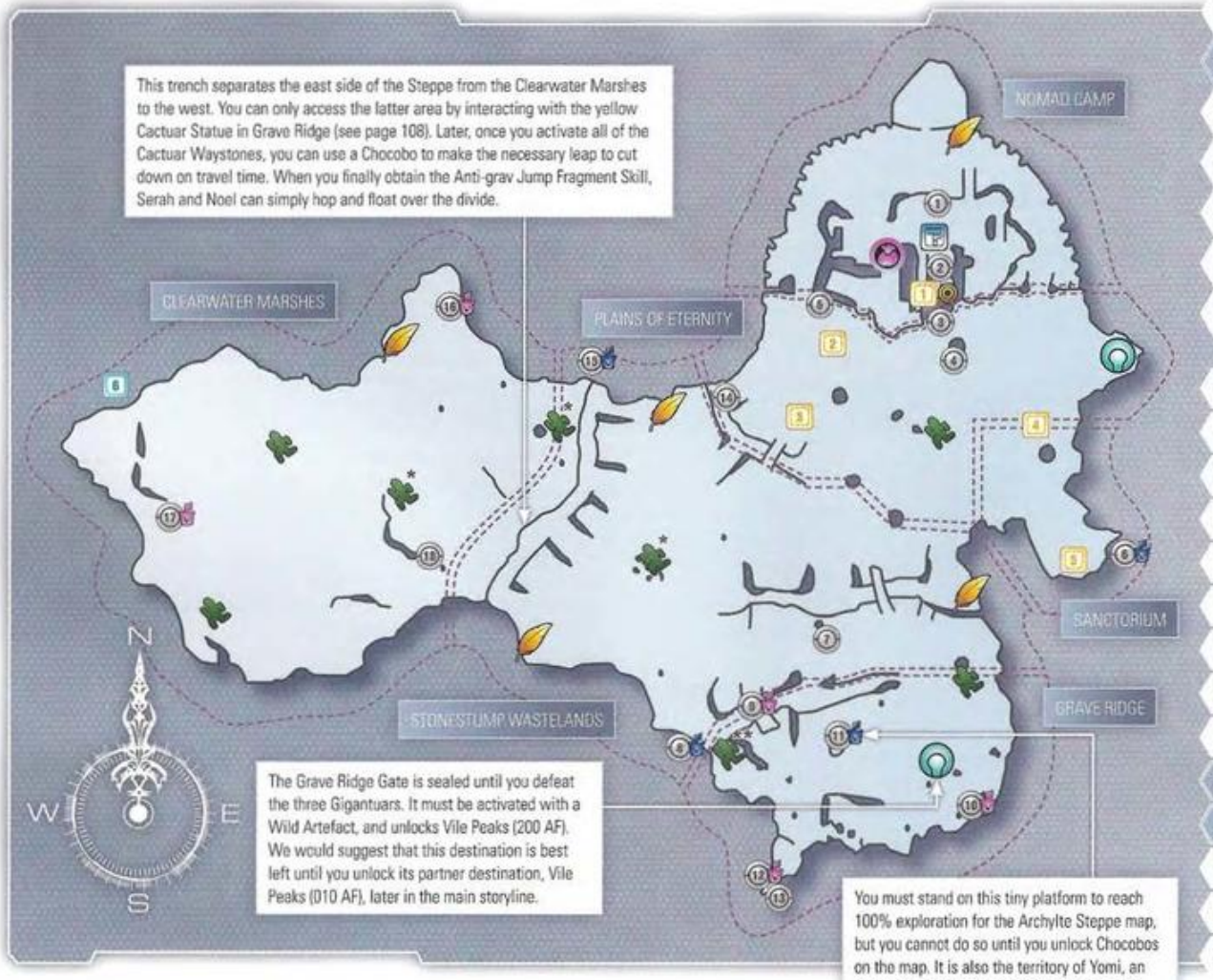
You can pick up all possible rewards in this small area during your mandatory main storyline visit to collect the White Hole Gem.

COLLECTIBLES

ICON	NAME	NOTES
1	White Hole Gem	Awarded automatically when the conversation with the Arbiter of Time ends.
2	Map of the Coliseum	Use the Moogle Hunt to reveal the treasure sphere next to the Gate.
3	Power Bolt (x8)	These treasure spheres can be found floating in the empty space. Use the Moogle Throw to open them.
4	Power Droplet (x9)	
5	Power Sliver (x7)	
6	Power Chip (x6)	
7	Potent Chip (x10)	

ARCHYLTE STEPPE (??? AF)

Though your main storyline visit to this near-untamed wilderness is brief, it is the primary hunting ground for many rare items and dozens of exclusive monsters – some of which are astonishingly challenging opponents. Most players will make regular return trips to this locale to complete new objectives as their party hits certain developmental milestones.


This trench separates the east side of the Steppe from the Clearwater Marshes to the west. You can only access the latter area by interacting with the yellow Cactuar Statue in Grave Ridge (see page 108). Later, once you activate all of the Cactuar Waystones, you can use a Chocobo to make the necessary leap to cut down on travel time. When you finally obtain the Anti-grav Jump Fragment Skill, Serah and Noel can simply hop and float over the divide.
NOMAD CAMP
CLEARWATER MARSHES
PLAINS OF ETERNITY
SANCTORIUM
GRAVE RIDGE
STONESTUMP WASTELANDS
N
W
E
S
The Grave Ridge Gate is sealed until you defeat the three Giganturas. It must be activated with a Wild Artefact, and unlocks Vile Peaks (200 AF). We would suggest that this destination is best left until you unlock its partner destination, Vile Peaks (010 AF), later in the main storyline.
You must stand on this tiny platform to reach 100% exploration for the Archylte Steppe map, but you cannot do so until you unlock Chocobos on the map. It is also the territory of Yomi, an extremely high-level opponent that you must defeat to obtain the Yomi Fragment.

TREASURE

ICON	CONTENTS	ICON	CONTENTS
1	Grimoire Hat	10	Vitality Sliver (x9)
2	600 gil	11	Mana Chip (x8)
3	Potion (x3)	12	Phoenix Down
4	Remedy (x2)	13	Mana Bolt (x8)
5	Mana Droplet (x8)	14	Fractured Horn (x2)
6	Power Sliver (x8)*	15	Guardian's Edge
7	Vitality Droplet (x6)	16	Unicorn Horn
8	Woolly Sheep Figurine**	17	Gysahl Greens (x3)
8	Single Horn	16	700 gil

* This is found on top of the cliff at the south end of the Sanctorium, and can be easy to miss; Moogle Throw required.
** Throw Mog through the hole in the rock wall to open this sphere.

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of the Steppe	Obtained by speaking to Tipur when you first arrive.
2	Rough Wool	Key items in the Woolly Stone quest during your main storyline visit.
3	Thick Wool	
4	Fluffy Wool	
5	Black Hole Gem	Obtained by defeating Faeryl.
6	Wild Artefact	See the corresponding entry.

LEGEND

ICON	CONTENTS
	Cactuar Statue

* These statues each spawn a Gigantuar (see page 109).
** This Cactuar Statue will teleport you to the Clearwater Marshes area to the west (see page 108).

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FRAGMENT OVERVIEW

NAME	NOTES
Goblin Fragment	Obtained through story progression.
Woolly Stone	
Black Hole Gem	
Crimson Crystal	Interact with each of the five Cactuar Statues to obtain these Fragments; see page 108 for details.
Azure Crystal	
Forest Crystal	
Amber Crystal	
Violet Crystal	
Ochu Fragment	Defeat Ochu (see page 110).
Fragment of Invincibility	Defeat Immortal (see page 112).
Yomi Fragment	Defeat Yomi (see page 114).
Long Gui Fragment	Defeat the Long Gui in the Sanctorium (see page 113).

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	FAVORED HABITAT	NOTES
Barbed Specter (SAB – 10%)	Power Sliver/ Power Orb	Grave Ridge, Stonestump Wastelands (Cloudy)	Despite its relative scarcity, this is a fairly unremarkable enemy.
Blue Chocobo (RAV – 15%)	Chocobo Plume/ Afro & Blue Chick	Clearwater Marshes (Sunny)	This variety of Chocobo has fairly weak physical attacks, but can occasionally employ powerful area-effect spells. As it cannot be Staggered, Chain Bonus growth is the key to beating it.
Buccaboo (RAV – 10%)	Potent Orb/ Power Orb	Stonestump Wastelands, Grave Ridge (Sunny)	Unremarkable until bestowed with buffs by a Buccaboo Ace, at which point they can pose a threat to parties at an early stage of the story.
Buccaboo Ace (RAV – 10%)	Potent Orb/ Power Orb	Stonestump Wastelands, Grave Ridge (Sunny)	These larger Buccaboos act as a "tank" for their smaller allies, and will apply buffs with their Goblinhancement ability. Leave them until last.
Cactuar (COM – 33.33%) **Giant Cactuar** (untameable)	Potent Orb/ Chocobo Tail Feather	Plains of Eternity (Sunny)	This rare opponent can use the Grow ability to transform into a Giant Cactuar – a separate monster that cannot be tamed, but is required for full 100% Bestiary completion for the Monster Professor side quest (see page 150). Both forms of this Cactuar will present no difficulties for a mid-level party.
Cactuaroni (COM – 5%)	Potent Essence/ Chocobo Tail Feather	Plains of Eternity (Cloudy, Stormy, Rainy)	This member of the Cactuar family has 777,777 HP but negligible attack power, so defeating it (and, indeed, capturing its crystal) is a matter of reducing its HP to zero before it can flee. Inflict Deprotect and Poison to help your cause.
Caterchipillar (MED – 10%)	Phoenix Down/ Potent Essence	Clearwater Marshes (Rainy)	If you have a monster with the Item Collector passive ability in your active party, these otherwise forgettable opponents can drop plenty of Potent Essences.
Chelicerata (SAB – 20%)	Potent Sliver/ Mana Sliver	Plains of Eternity	These weak Rift Beasts only appear during your first storyline visit (prior to the defeat of Faeryl), usually accompanying the Clione.
Chocobo (COM – 100%)	Chocobo Plume/ Yellow Chick in Afro	Plains of Eternity (Cloudy, Stormy, Rainy)	Though you obtain one as standard during the main story events in this area, you will need to face additional Chocobos to complete their Bestiary data. This is a rare monster – use the Battlemania Fragment Skill.
Chonchon (untameable)	Painkiller/ Cie'th Tear	Plains of Eternity, Sanctorium (Stormy)	Use Relentless Assault-W for short battle times.
Clione (SYN – 20%)	Potent Droplet/ Power Sliver	Plains of Eternity	See Chelicerata.
Cloudburst (RAV – 10%)	Mana Chip/ Thrust Bearing	Stonestump Wastelands (Cloudy)	The Cloudburst enemy type appears in the trench that divides the Plains of Eternity from the southern portion of the Stonestump Wastelands. It is an excellent (and cost-effective) Ravager, and has one of the most useful Feral Link abilities in the entire game.
Debris (RAV – 10%)	Mana Chip/ Thrust Bearing	Grave Ridge (Cloudy)	Encountered in large groups in the south of Grave Ridge. Like Cloudburst, it makes an excellent Ravager once captured and leveled.
Flanbanero (RAV – 15%)	Potent Sliver/ Vitality Sliver	Plains of Eternity (Sunny)	Their Fira attacks may trouble low-level parties, but these uncommon opponents are generally of no consequence. If you specifically need to hunt them down, Sunleth Waterscape (300 AF) is a better place to do so.
Flangonzola (COM – 10%)	Vitality Sliver/ Chronomist	Plains of Eternity (Sunny)	Rare monster; only appears in groups of three. Uses powerful Firaga attacks, so will doubtlessly be too powerful for parties fresh from Sunleth Waterscape.
Flowering Cactuar (MED – 33.33%)	Potent Essence/ Chocobo Tail Feather	Plains of Eternity (Sunny)	This rare enemy is easy to defeat, despite its relentless attack speed, but hard to find. Once captured, it is called "Cactrot".
Fomoire (untameable)	Power Crystal/ Defender's Topaz	Grave Ridge, Stonestump Wastelands, Clearwater Marshes (Stormy)	See page 116.
Gancanagh (SAB – 10%)	Mana Essence/ Sinister Fang	Clearwater Marshes (Sunny)	Often encountered together, the Gancanagh and the larger Ace fall quickly to a sustained offensive. As usual, target the smaller monsters first.
Gancanagh Ace (SYN – 10%)	Sinister Fang/ Entite Ring	Clearwater Marshes (Sunny)	
Ghast (untameable)	Potion/ Cie'th Tear	Plains of Eternity, Sanctorium (Stormy)	The strongest of the basic Cie'th varieties in stormy conditions, but still no threat to even a low-level party.
Goblin (COM – 30%)	Remedy/ -	Plains of Eternity (Sunny)	An irrelevance as an opponent, the humble Goblin is an Early Peaker COM with some useful abilities that can be transferred to favored Monsters via an Infusion. Goblins also offer a plentiful supply of Remedies if farmed.

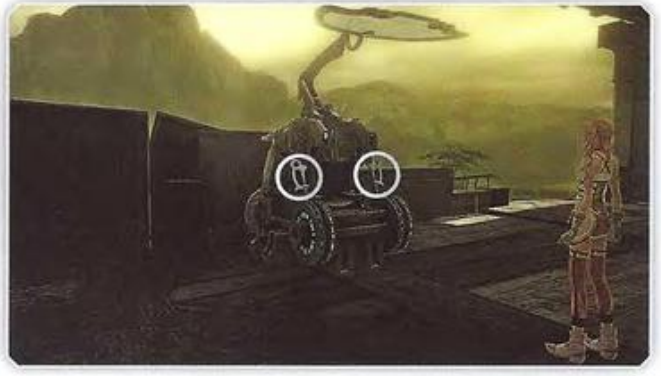
INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	FAVORED HABITAT	NOTES
Goblin Chieftain (SEN – 15%)	Potent Droplet/ Mana Sliver	Plains of Eternity (Sunny)	A stronger and more resilient version of the Goblin, capable of bestowing status enhancements.
Hedge Frog (SAB – 10%)	Potent Essence/ Mana Crystal	Clearwater Marshes (Sunny, Rainy)	These weak opponents present one of the best Potent Essence farming opportunities anywhere in the game.
Ispusteke (untameable)	Mana Crystal/ Blaster's Sapphire	Grave Ridge, Stonestump Wastelands, Clearwater Marshes (Stormy)	See page 116.
Long Gui (untameable)	Ribbon/ Adamantite	Sanctorium (Sunny)	See page 113.
Major Moblin (SEN – 10%)	Vitality Essence/ Royal Armlet	Grave Ridge, Stonestump Wastelands (Sunny)	Acts as a tank for smaller Moblins. It will also attempt to cure them and apply multiple buffs with Goblinhancement. It is almost of no consequence as an attacking threat, so concentrate on its allies.
Malebranche (untameable)	Potent Generator/ Berserker's Ruby	Clearwater Marshes (Stormy)	This resembles the Wladislaus at first glance. See page 116 for more information.
Metal Gigantuar (SEN – 3%)	Potent Booster/ Hermes Sandals	Stonestump Wastelands (Sunny)	Rare enemy; appears in a Distortion, and can be found in the trenches north of Grave Ridge and east of the Clearwater Marshes. See page 110.
Mewmao (SYN – 10%)	Mana Essence/ Fractal Pot	Clearwater Marshes (Rainy)	The Mewmao focuses on healing its allies. You should generally deal with these first.
Microchu (SYN – 10%)	Potent Crystal/ Sunpetal	Clearwater Marshes (Sunny), Stonestump Wastelands trench (Rainy)	These weak opponents drop plenty of Potent Crystals and the exclusive Sunpetal rare drop. See "Points of Interest" for details.
Miniflan (COM – 33%)	Potent Droplet/ Vitality Sliver	Plains of Eternity (Sunny)	No real threat. Most commonly found in the area close to the eastern Gate.
Moblin (COM – 10%)	Power Essence/ Power Crystal	Stonestump Wastelands (Sunny)	These can become extremely dangerous once blessed with Goblinhancement buffs by a Major Moblin. Defeat them first – and quickly.
Mud Frog (RAV –10%)	Potent Essence/ Power Crystal	Clearwater Marshes (Rainy)	Can call additional Hedge Frogs into the fray with its Courtship Dance ability. Target these enemies from the beginning of a battle.
Navidon (SEN – 10%)	Potent Essence/ Ribbon	Clearwater Marshes (Rainy)	Immune to physical damage and resistant to magic until Staggered, the Navidon is easily dismissed once its carapace has been removed; use Tri-disaster to accelerate the process.
Pulsework Gladiator (SEN – 10%)	Vitality Chip/ Thrust Bearing	Grave Ridge, Stonestump Wastelands (Cloudy)	The most formidable of all the Pulsework enemy varieties, largely because you must on occasion fight three at once. As with their robotic kin encountered elsewhere, they are highly resistant to damage until Staggered, at which point they are completely incapacitated (and soon defeated).
Reaver (COM – 10%)	Potent Sliver/ Sinister Fang	Plains of Eternity (Sunny)	These are easier to encounter with the Battlemania Fragment Skill active. Exhibits the standard Behemoth behavior: after losing just over half of its HP, it will heal, power up and stand on its hind legs. Its Fira attacks harm all party members, reducing the efficiency of a Sentinel; weaker parties may wish to avoid this opponent altogether. Stronger parties should press for a quick finish with Relentless Assault.
Red Chocobo (COM – 15%)	Chocobo Plume/ Afro & Red Chick	Grave Ridge, Stonestump Wastelands (Sunny, Cloudy)	Though it has a less ferocious attack rate than other Chocobos, it inflicts significant Wound damage. Low-level parties will need a Sentinel to bear the brunt of these injuries.
Samovira (SAB – 10%)	Potent Orb/ Vitality Orb	Grave Ridge (Cloudy)	This enemy type can be found alongside Vodianoi in the south of Grave Ridge. The Samovira focuses on buffs and debuffs while its Vodianoi allies attack the party.
Scutari (COM – 10%)	Power Bolt/ Power Chip	Grave Ridge, Stonestump Wastelands (Sunny)	These common-or-garden robotic grunts are plentiful, and relatively cheap to level and Infuse into superior monsters for their Lifesiphon and Ruinga abilities.
Seeker (untameable)	Holy Water/ Cie'th Tear	Plains of Eternity, Sanctorium (Stormy)	See "Chonchon".
Silver Lobo (SAB – 20%)	Potent Sliver/ Power Sliver	Plains of Eternity (Sunny)	Noteworthy for the Grade 2 Monster Materials that it drops. When you face groups of three, the hauls can be excellent.
Swampmonk (RAV – 10%)	Potent Essence/ Abyssal Scale	Clearwater Marshes (Rainy)	Uses Power Spritz to augment its abilities with a wide range of buffs (including Haste), but its relatively low HP means that it's not too difficult to defeat. Low-level parties may need to employ a Sentinel if these are encountered in a large group of enemies.
Testudo (SYN – 10%)	Mana Chip/ Thrust Bearing	Grave Ridge, Stonestump Wastelands (Cloudy)	Always found with Scutari cohorts, the Testudo uses its Issue Orders ability to evoke buffs on its subordinates – which makes them rather dangerous for low-level parties. Target the Scutari first to prevent this.
Triffid (SYN – 20%)	Potent Sliver/ Molted Tail	Plains of Eternity (Sunny)	This relatively uncommon enemy is one of the weakest on the Steppe. The area around the eastern Gate is the best place to hunt for them.
Varcolaci (untameable)	Vitality Generator/ Healer's Emerald	Grave Ridge, Stonestump Wastelands, Clearwater Marshes (Stormy)	See page 115.
Vampire (untameable)	Potent Generator/ Impeder's Opal	Grave Ridge, Stonestump Wastelands, Clearwater Marshes (Stormy)	See page 115.
Vodianoi (COM – 10%)	Potent Orb/ Vitality Orb	Grave Ridge (Cloudy)	See "Samovira".
Vouivre (COM – 5%)	Potent Sliver/ Molted Tail	Plains of Eternity (Sunny)	This enemy is "uncommon", not "rare" – so the Battlemania skill has no effect on its spawn rate. Low-level parties should employ a SEN to maintain a solid defense.
Wladislaus (untameable)	Mana Generator/ Supporter's Amethyst	Grave Ridge, Stonestump Wastelands, Clearwater Marshes (Stormy)	See page 116.

SUMMARY: STORY OBJECTIVES

- Speak with Tipur and later Myta to obtain (and then complete) the Goblin Fragment and Woolly Stone quests in turn.
- Talk with the hunter next to the Weather Control Device to learn about its use.
- Change the weather to sunny, speak to Tipur, then adjust the weather to stormy (see below). Visit the Sanctorium area to defeat Faeryl and obtain the Black Hole Gem Fragment, then exit to the Historia Crux and return to Sunleth Waterscape (300 AF).
- See page 48 for a full walkthrough.

WEATHER CONDITIONS



01

The Weather Control Device in the Nomad Camp enables you to adjust the conditions on the Steppe (01). Introduced during the events of the main storyline, this vital piece of equipment enables you to influence which enemies appear on the map – and more besides.

LEVER POSITIONS	WEATHER	PRIMARY EFFECT
▲▲	Cloudy	New enemy varieties appear in Grave Ridge and the Stonestump Wastelands.
▼▲	Stormy	The entire map becomes infested with Cie'th, with some extremely high-level opponents in Grave Ridge, Stonestump Wastelands and the Clearwater Marshes.
▲▼	Rainy	New enemy varieties appear in the Clearwater Marshes.
▼▼	Sunny	New enemy varieties appear in the Plains of Eternity area; Long Gui materializes in the Sanctorium.

CACTUAR WAYSTONES

02

There are five Cactuar Waystones to find on the Archylte Steppe, with two only appearing in very specific weather conditions. Interacting with a Cactuar Waystone for the first time leads to the reward of a Fragment and a small 300 CP bonus (though only 200 CP for the Plains of Eternity Waystone). After obtaining all five Fragments, speak to a Hunter outside the Chocobo pen in the Nomad Camp to unlock Chocobos on the map.

CACTUAR WAYSTONES

LOCATION	WEATHER CONDITIONS	FRAGMENT	NOTES
Plains of Eternity	All	Crimson Crystal	Teleports the party to the Nomad Camp.
Grave Ridge	All	Azure Crystal	Must be revealed with a Moogle Hunt. Teleports the party to the Nomad Camp.
Grave Ridge	Cloudy	Forest Crystal	This yellow Waystone must be revealed with the Moogle Hunt skill; its position is revealed by a distinctive localized wind effect (02). Teleports the party to the Clearwater Marshes region on the west side of the map. It appears in all weather conditions once you have used it once.
Clearwater Marshes	All	Amber Crystal	Must be revealed with the Moogle Hunt. Teleports the party to the Nomad Camp.
Clearwater Marshes	Stormy	Violet Crystal	Must be revealed with the Moogle Hunt; appears in all weather conditions once used. Teleports the party to the Nomad Camp.

GIGANTUAR STATUES

03

These green Cactuar effigies are very different from the Cactuar Waystones, and have a terrible surprise for inquisitive low-level parties (03). Interacting with each of the three stones immediately spawns a Gigantuar: a massive Cactuar that will almost certainly be too powerful for you to defeat on your first visit to the area. In addition to the basic battle rewards, defeating the three Gigantuars "unseals" the Gate on Grave Ridge, allowing you to visit Vile Peaks (200 AF). It also unlocks the Ochu Fragment and Fragment of Invincibility side quests, though you may need to leave the Steppe and return to begin either.

Touch the statue to make Gigantuar appear. You can start the battle with a Preemptive Strike.

GIGANTUAR

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Matador	SAB	RAV	SEN	Inflict Deprotect and Deshell on Gigantuar to increase your damage output.
Delta Attack	RAV	COM	SEN	Use the ATB Refresh technique (see page 199) to alternate between these two duplicate Paradigms. Control Serah as a Ravager and manually queue Fire spells.
Delta Attack	RAV	COM	SEN	
Combat Clinic	MED	MED	SEN	Do not allow your Sentinel's HP to fall below 2,000. Gigantuar's 1,000 Needles attack is performed with alarming frequency once the battle reaches the midway point.
Solidarity	MED	COM	SEN	This Paradigm should not be needed often. It is here just in case you need a bout of healing but are in danger of losing your Chain Bonus.

Notes:

- With a Sentinel of sufficient stature (a Level 30 Bunkerbeast should be more than adequate), you really don't need to worry about the stats of Serah and Noel here. It is simply a matter of being able to maintain your Sentinel's health while chipping away at the Gigantuar.
- Gigantuar has a 100% chance of relinquishing its Monster Crystal after a single fight; it will also surrender three Potent Crystals, 1,200 CP and 2,160 gil in each battle. However, once you defeat the third Gigantuar, you cannot face this opponent again, even if you close the local gate. This makes the Gigantuar crystal irreplaceable.

GIGANTUAR STATUES

LOCATION	WEATHER CONDITIONS	NOTES
Stonestump Wastelands	Any	Available from your first visit.
Clearwater Marshes (northeast)	Sunny	Must be revealed with the Moogle Hunt.
Clearwater Marshes (central)	Rainy	Must be revealed with the Moogle Hunt.

POINTS OF INTEREST

- The Grimoire Hat accessory found in the Nomad Camp is useful for low-level parties, as it doubles the efficacy of Potions – which removes the need for a dedicated Medic in many battles. However, its most important characteristic is that it increases the rate at which you acquire monster data for the in-game Bestiary, which can slightly improve battle durations in early encounters with new enemy varieties.
- Be sure to capture a Cloudburst (which favors cloudy weather) from the trench that lies between the Plains of Eternity and the southern portion of the Stonestump Wastelands. Its Feral Link ability (Friendly Fire) applies Faith, Veil, Vigilance and Enfrost to all allies, which means that you can skip time-consuming breaks for Synergist buffing in more difficult battles. It's also one of the finest Ravagers in the game due to its excellent attack speed and high Magic once maxed out, though it really needs some astute infusions to provide it with a more complete set of combat abilities.
- The Caterchipillar, Mud Frog, Hedge Frog and Swampmonk enemy varieties encountered in the Clearwater Marshes during rainy weather (most commonly on the island in the center) all drop Potent Essences. This makes it by far the best area to farm this Grade 4 Biological Monster Material.
- Microchus are the only generic opponent to relinquish Potent Crystals, the Grade 5 Monster Material – and as a common drop with a 30% base chance, too. We find that the most favorable encounter rate can be found, once again, on the small island in the center of the Clearwater Marshes during sunny weather. Microchus are also the sole source of the Sunpetal component, required to purchase the Durable Hermes Sandals and – much more importantly – the Durable Collector Catalog from Chocolina. You will also intermittently encounter groups of five Microchus in rainy conditions. Indeed, if you need both Grade 4 and Grade 5 materials, rainy weather is the optimal configuration.
- The Blue Chocobo found in the Clearwater Marshes is probably the best all-round Ravager in the game once you max it out – see page 232 for details.

WILD ARTEFACT

04

Once you gain access to the Clearwater Marshes, a Wild Artefact can be found on a ledge below the cliff on the northwest side. Use a Moogle Throw to collect it (04).

METAL GIGANTUAR

This rare monster can appear in a Distortion in the trench that divides the Clearwater Marshes from the east side of the Steppe. It favors sunny, cloudy and rainy weather.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Tri-disaster	RAV	RAV	RAV	Start with a Preemptive Strike, then spend two rounds of building the Chain Bonus while Haste is active.
Malevolence-W	RAV	RAV	SYN	Optimally, you should use a Synergist to cast Bravega on the whole party.
Cerberus	COM	COM	COM	Use the ATB Refresh technique (see page 199) as necessary to complete this fight quickly.
Cerberus	COM	COM	COM	

- Speed is of the essence in every encounter with the Metal Gigantuar. Whatever you do, don't let this opponent finish its countdown. If you do, you will suffer the wrath of 10,000 Needles, which will inevitably wipe out your party.
- This is a much easier fight once you have a Commando with the Armor Breaker ability, such as the Dragoon.
- With the Battlemania, Encounter Master and Rolling in CP Fragment Skills active, you can farm this opponent to obtain 4,000 CP per fight and a steady stream of Potent Boosters.

OCHU FRAGMENT

Requirements: Defeat all three Gigantuars and speak to the Hunter outside the Chocobo pen in the Nomad Camp. If you decide to begin this side quest straightaway, you may need to exit to the Historia Crux and return to trigger Tipur's commission.

Speak to Tipur in the Nomad Camp, then accept his challenge. Change the weather to rainy, then head for the waypoint in the Clearwater Marshes to encounter Ochu.

Defeating this beast for the first time leads to the reward of the Ochu Fragment and 30,000 CP. However, Ochu also has the noteworthy Grasitha and Gandiva weapons (see page 256) as its common drop (10%) and rare drop (5%) respectively. These are required components to purchase the Arcus Chronica and In Paradisum weapons after the completion of the main storyline, and sell for 27,500 gil each with the Haggler skill active if you are inclined to farm them.

RECOMMENDED PARTY

PARTY BUILD	SERAH	NOEL (LEADER)
HP	2,250	2,500
Strength	225	275
Magic	-	-
COM	Lv. 50; Bonus Boost II	Lv. 60; Bonus Boost II
RAV	Lv. 6	Lv. 40
SEN	-	-
SAB	Bonus Boost II	-
SYN	-	Lv. 28
MED	Lv. 20; Bonus Boost II	-
ATB Level	4	4
Accessory Capacity	70	70
Special Required	No	No
Weapon	-	-
Accessories	Physical resistance	

PARADIGM PACK

MONSTER	ROLE	LV.	NOTES
Apotamkin	RAV	20	Used primarily to accumulate the Chain Bonus against Ochu, this monster is easy to max out, has good stats, and comes equipped with Fire-element skills (a weakness for both Ochu and Microchu).
Thexteron	SYN	20	Bravery and Enfire will greatly increase your damage output. At the Crystarium expension, choose an extra ATB segment.
Flanitor	MED	23	Take the three extra levels past the first Crystarium expansion for the HP boosts and Cura. Choose an extra ATB segment as your bonus.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER
Superiority	SAB	SYN	Thexteron
Hero's Charge-X	MED	COM	Thexteron
Strike Team-W	COM	COM	Thexteron
Smart Bomb	SAB	RAV	Apotamkin
Relentless Assault	RAV	COM	Apotamkin
Discretion-W	MED	COM	Flanitor

Strategy Overview:

- This strategy (much like those that follow for Immortal, Long Gui and Yomi) is designed to enable parties to five-star this battle at a relatively early point in their development. If you far exceed the recommended stats, you can instead opt for a little more brute force. Close to the level cap, Serah and Noel can cruise through this confrontation in Relentless Assault.

- It is important to understand Ochu's patterns before undertaking this fight. He will open by summoning four Microchus. As soon as you begin to attack these minions, they will employ their Plead ability, which causes Ochu to cast Pollen when successful; it can be averted by killing the Microchu before the attack takes place. Pollen will restore the HP of any Microchu and has a chance to inflict Debrave and Defaith on your party. That aside, Ochu will use physical attacks. After a series of normal attacks, he will use Screech, which does heavy physical damage and removes up to three buffs on each character. Then the cycle begins anew, with Ochu summoning more Microchus. Our strategy here requires that you eliminate the first wave of Microchus without allowing a successful Plead, set Ochu up for heavy damage after its first Screech, then ignore the second wave of minions to defeat the main boss quickly.

- Begin in Superiority by casting Protectga, Vigilaga and Veilga. By the time you are done, Thexteron should be ready to cast Enfire on Noel. After this happens, shift to Hero's Charge-X to hasten the bestowment of Enfire on Serah. With Bravery and Enfire on both main characters, switch to Strike Team-W and queue two Blitzes, targeting the Microchus. If this is not enough to take them out, finish the job immediately before any of them can perform a successful Plead.

- With the Microchus gone, alternate between Smart Bomb and Relentless Assault to build the Chain Bonus. At this point, it is recommended to switch to Serah and control her until Deprotect is inflicted. Once this happens, switch quickly back to Hero's Charge-X to allow Thexteron to refresh Bravery on Noel, then return to Relentless Assault to deal damage. Switch control back to Noel.

- Before long, Ochu will use Screech. Use Discretion-W to make sure everyone is in decent shape, then switch back to Superiority. Repeat the casting of defensive buffs, then switch to Hero's Charge-X and begin attacking Ochu as Thexteron finishes casting Bravery and Enfire.

- Switch to Relentless Assault and focus all your attention on Ochu, ignoring all else until it falls. Mop up the Microchus to end the fight.

RESPAWNING THE STEPPE BOSSES

Ochu, Immortal, Long Gui and Yomi have some incredibly valuable common and rare drops, but you are unlikely to obtain them all (or, if preternaturally unlucky, at all) during your first encounters. Fortunately, there is an easy way to respawn each boss in their original position. After the fight ends, return to the Nomad Camp and change the weather once, then exit to the Historia Crux. Journey straight back to the Steppe, and adjust the conditions to suit the defeated boss you wish to face (rainy for Ochu, sunny for Long Gui, cloudy for Immortal and stormy for Yomi). They will then materialize immediately.

FRAGMENT OF INVINCIBILITY

Requirements: Defeat all three Gigantuars and speak to the Hunter outside the Chocobo pen in the Nomad Camp. If you decide to begin this side quest directly afterwards, you may need to exit to the Historia Crux and return to trigger Myta's request.

Speak to Myta in the Nomad Camp (she's at the bottom of the steps leading to the Weather Control Device) and accept the Fragment of Invincibility side quest. Change the weather to cloudy, then travel to the waypoint in the Stonestump Wastelands to face Immortal.

Immortal surrenders the Fragment of Invincibility and 30,000 CP in defeat, and may also relinquish the Indrajit (common drop; 10%) and Romulus & Remus (rare drop; 5%) weapons. These are defined by their excellent ATB Rate: +50% passive ability and, as with the weapons obtained from Ochu, are vital components if you wish to obtain Arcus Chronica and In Paradisum at a later date.

RECOMMENDED PARTY

PARTY BUILD	SERAH (LEADER)	NOEL
HP	2,500	3,000
Strength	225	300
Magic	-	-
COM	Lv. 20; Bonus Boost II	Lv. 18; Bonus Boost II
RAV	Lv. 6; Bonus Boost II	Lv. 40; Bonus Boost II
SEN	Lv. 50	Lv. 40
SAB	Bonus Boost II	-
SYN	-	Lv. 11
MED	Lv. 30	Lv. 35; Bonus Boost II
ATB Level	4	4
Accessory Capacity	70	70
Special Required	Yes	No
Weapon	-	-
Accessories	Lightning resistance	

PARADIGM PACK

MONSTER	ROLE	LV.	NOTES
Orion	**COM**	20	Its main asset in this fight is its Lightning resistance. This allows you to forego the need for a monster Sentinel.
Apotamkin	**RAV**	20	Used primarily to increase the Chain Bonus against Immortal, this monster is easy to max out, has good stats, and comes equipped with Fire-element skills.
Thexteron	**SYN**	20	Bravery and Enfire will greatly increase your damage output. At the Crystarium Expansion, choose an extra ATB segment.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER
Superiority-X	SAB	SYN	Thexteron
Smart Bomb	SAB	RAV	Apotamkin
Guarded Assault	SEN	SEN	Orion
Discretion-W	MED	MED	Orion
Decimation-X	RAV	COM	Thexteron
Cerberus-X	COM	COM	Orion

Strategy Overview:

- Like Ochu, Immortal is weak against Fire, and so too is the Centaurion Blade it forges from thin air. However, this confrontation demands a rather more cautious approach than your fight in the Clearwater Marshes. The Electrocute skill, which inflicts extremely heavy Lightning damage, is capable of knocking out one of your main characters, even as a Sentinel, if Shell is not active. When the Centaurion Blade is out, it is important to keep your HP fairly high at all times.
- There is nothing you can do to prevent the first Centaurion Blade, but you need to lay the groundwork for destroying it later in the fight. Wait in Superiority-X until the Centaurion Blade appears, then inflict Deprotect. It should only take one turn to stick on the blade.
- Begin building Immortal's Chain Bonus in Smart Bomb and continue to cast Deprotect. It will take a while to stick, so do not worry if your initial attempts are fruitless. Meanwhile, the first Electrocute is imminent; switch to Guarded Assault once you see the notification, then heal quickly in Discretion-W while Orion maintains Immortal's Chain Gauge. Do this for every Electrocute without fail.
- Upon switching back to Superiority-X or Smart Bomb, use Auto-hinder on the Centaurion Blade, which gains Bravery and Enthunder after every Electrocute, to Dispel its buffs. Remember to do this each time to decrease the amount of damage your party will sustain. If you use Smart Bomb to do this, your AI Ravagers will also do appreciable damage to the Centaurion Blade, making your job easier later.
- Deprotect should stick one or two turns before Staggering. At this point, spend some time in Discretion-W to make sure that you are fully healed, then switch to Decimation-X and idle as Thexteron buffs your party fully and Noel maintains Immortal's Chain Gauge.
- When you feel ready, shift to Cerberus-X and destroy the Centaurion Blade. Then, Stagger Immortal in Decimation-X. While Thexteron applies or refreshes any necessary buffs, Noel will Launch the Immortal, incapacitating it while it remains airborne. Use Ultima Arrow, then switch to Cerberus-X and throw everything at it. If your buffs run out for whatever reason, return to Decimation-X briefly. If your timing is good, you'll be able to defeat it just as the Stagger period is coming to a close.

LONG GUI FRAGMENT

Requirements: Confront the giant beast in the Sanctorium in sunny weather.

Though you can fight the Long Gui at any point after you complete the main storyline objectives for the Archylte Steppe, this opponent will be far too powerful until your party reaches the stage we recommend in the accompanying table. Defeating this colossus leads to the reward of the Long Gui Fragment and 30,000 CP. It also has a 10% base chance to drop the rare and valuable Ribbon accessory, and a 5% chance of dropping a single unit of the rare Adamantite component. This is the final ingredient for the Arcus Chronica and In Paradisum "ultimate" weapons. Before you embark on a lengthy farming mission, however, you should note that it's actually much easier to obtain this material from the Chocobo Races in Serendipity: see page 119.

RECOMMENDED PARTY

PARTY BUILD	SERAH (LEADER)	NOEL
HP	5,000	5,500
Strength	-	600
Magic	600	-
COM	Bonus Boost II	Bonus Boost II
RAV	Bonus Boost II	Bonus Boost II
SEN	Lv. 50; Bonus Boost II	Lv. 40; Bonus Boost II
SAB	Lv. 18; Bonus Boost II	-
SYN	-	-
MED	-	Lv. 35; Bonus Boost II
ATB Level	5	5
Accessory Capacity	50	50
Special Required	No	No
Weapon	-	-
Accessories	Any of: HP-boosting, Magic-boosting, physical resistance	Any of: HP-boosting, Strength-boosting, physical resistance

PARADIGM PACK

MONSTER	ROLE	LV.	NOTES
Dragoon	**COM**	20	The choice of a Commando does not really matter as long as you have a monster with at least 600 Strength.
Bunkerbeast	**SEN**	30	This Sentinel is used purely to tank the Long Gui's attacks – particularly the devastating Ultima.
Purple Chocobo	**SYN**	45	While developing the Purple Chocobo, choose one additional ATB segment, and both his role Bonus Boosts. Have him inherit Enthunder, Protect and Shell – see page 226 to find optimal infusion subjects.

SUGGESTED PARADIGM DECK

NO.	PARADIGM	SERAH	NOEL	MONSTER
1	Guerilla-X	SAB	RAV	Purple Chocobo
2	Tortoise	SEN	SEN	Bunkerbeast
3	Hero's Charge-X	COM	MED	Purple Chocobo
4	Relentless Assault	RAV	RAV	Dragoon
5	Cerberus	COM	COM	Dragoon
6	Cerberus	COM	COM	Dragoon

Strategy Overview:

- In the first stage of the fight, you must disable both forelegs while protecting yourself from damage. Start in Guerilla-X and apply debuffs to the Left Foreleg in this order: Imperil, Deshell, and Poison. Switch to Tortoise when you see the notification for its Ultima attack. Sentinels are absolutely essential to tank this massive hit.
- If Ultima is especially damaging, switch to Hero's Charge-X and heal. Once you are in decent shape, switch back to Guerilla-X and stay there until the Left Foreleg is Staggered, then switch to Cerberus to take it out. During this time, you can switch to Tortoise to absorb any Stomp attacks.
- Repeat this process on the Right Foreleg. If you take too long, Long Gui will cast Quake, which can be disruptive.
- Once both forelegs have been disabled, Long Gui will collapse. Switch back to Guerilla-X and inflict Deprotect, Deshell, Imperil and Poison. Poison may take up to three full turns to stick; the other three should become effective before the end of a single attack queue, so be ready to cancel unnecessary repetitions once the icon appears.
- Switch to Relentless Assault and Stagger it. Once the Chain Bonus reaches 950% or so, switch to Cerberus and hack away. With the recommended stats and necessary buffs in place, you should be able to completely drain the Long Gui's HP gauge before it recovers. Use the ATB Refresh trick (see page 199) to switch between the two Cerberus Paradigms for best results.

Requirements: Obtain the Ochu Fragment, depart for the Historia Crux at least once, then return to speak with Tipur.

Once you accept the side quest from Tipur, change the weather to stormy, then hire a Chocobo and head to Grave Ridge. From the cliff to the south, leap and hold ◎/Ⓑ to fly across to the waypoint; as you land, Serah and Noel will automatically dismount as Yomi attacks. Defeating Yomi leads to a reward of 20,000 CP and 48,000 gil as a basic battle reward *every* time you fight him; after your first victory, you will receive an additional 30,000 CP and the Yomi Fragment.

Yomi is also the exclusive source of the Trapezohedron component required to purchase the two ATB Gauge +1 weapons (Sagittarius and Mac an Luin) from Chocolina on completion of the main storyline. The miserable 5% base chance of obtaining a single unit per battle means that dedicated farming is required to obtain the necessary four pieces. To increase your chances, either equip Noel with the Durable Collector Catalog (with obvious tactical repercussions), or infuse a member of your Paradigm Pack with the Item Collector passive ability – see page 226.

RECOMMENDED PARTY

PARTY BUILD	SERAH	NOEL (LEADER)
HP	4,500	5,000
Strength	-	-
Magic	450	350
COM	-	-
RAV	-	-
SEN	Lv. 50; Bonus Boost II	Lv. 40; Bonus Boost II
SAB	Lv. 9; Bonus Boost II	Lv. 28; Bonus Boost II
SYN	-	Lv. 50; Bonus Boost II
MED	Lv. 30; Bonus Boost II	Lv. 35; Bonus Boost II
ATB Level	5	4
Accessory Capacity	70	70
Special Required	No	No
Weapon	Indrajit	Romulus & Remus
Accessories	Any of: Impeder's Opal, physical resistance, magic resistance	Magic resistance

PARADIGM PACK

MONSTER	ROLE	LV.	NOTES
Bunkerbeast	SEN	30	Any Sentinel with at least 5,000 HP can satisfy the task of tanking Yomi's most damaging hits.
Dendrobium	SAB	90	A high-level Saboteur, with extra ATB segments, one or both Bonus Boosts, and access to Wound and Poison, is a must. In this case, it can also help to inherit Curse from Ahriman (Lv. 4).
Yakshini	SYN	45	After learning Bravega and Faithga, this Synergist can help out your offense and, more importantly, indirectly maintain your defensive buffs.

SUGGESTED PARADIGM DECK

NO.	PARADIGM	SERAH	NOEL	MONSTER
1	Espionage	SAB	**SYN**	Dendrobium
2	Evened Odds	MED	**SYN**	Dendrobium
3	Infiltration	SAB	SAB	Dendrobium
4	Convalescence-W	MED	MED	**Yakshini**
5	Devastation	**COM**	**COM**	Dendrobium
6	Tortoise	SEN	SEN	Bunkerbeast

Strategy Overview:

- Though the approach we outline here appears relatively simple, the actual fight will be a frantic war of attrition. Because Yomi's behavior can vary significantly after each break for its Impenetrable Aura period of invincibility and restoration (which also resets the Chain Bonus and removes debuffs), it will be important to think on your feet and shift between Paradigms efficiently.

- Speed is crucial in this battle. Yomi attacks relentlessly, and so should you. The weapons dropped by the Immortal, granting +50% ATB recharge speed, are highly recommended. Romulus & Remus also grants a buff duration bonus when used in conjunction with magic resistance accessories, which makes it ideal for this fight.

- At first, this battle is fairly straightforward, despite your opponent's frenetic movement. Cast Vigilance, Protect, Shell, and Veil, in that order, on the whole party, one member at a time. You need these buffs to last as long as possible. Alternate between Espionage and Evened Odds to speed the process up. You should finish midway through the first Impenetrable Aura. After every Impenetrable Aura, shift to Infiltration and repeatedly cast Poison. This is what will do most of the damage in this fight.

- Once Poison is active (usually after Deshell and Curse), shift to Convalescence-W. Yakshini will cast Bravega and Faithga. If you are lucky and Yomi has not put up another Impenetrable Aura, shift to Devastation and try to do as much damage as you can. Return to Convalescence-W during Impenetrable Aura to heal. This should be your basic strategy to whittle away at his health for the rest of the fight.

- While initially bestowed with only Bravery after the first Impenetrable Aura, Yomi will eventually add Faith and Protect to its stack of buffs as the fight progresses. After it activates Faith, we recommend that you shift to Tortoise during each Wind Shear attack to reduce the amount of healing needed while you are trying to stick Poison.

- During the latter half of the fight, Yomi will begin to use Wicked Whirl. Immediately shift to Tortoise when the notification appears. This is absolutely mandatory; you will likely not survive without it.

- One skill that Yomi uses with potentially frustrating regularity is Putrescence, which removes the last two buffs bestowed on the target. For this reason, Bravery and Faith do not act primarily as damage enhancers, but rather as buffers to ensure that Yomi does not dispel your all-important defensive enhancements (Vigilance, Protect and Shell), which you may need to refresh before the fight is over regardless. Note that Dendrobium and Yakshini both have Feral Links that can be put to good use here.

ARCHYLTE STEPPE CIE'TH

In stormy conditions, six unique and dangerous types of Cie'th can be found in the Stonestump Wastelands, Grave Ridge and Clearwater Marshes. Defeating each of these opponents can lead to the reward of special "role enhancement" accessories (with a 2% base probability), which are exclusive to each opponent. You can learn more about these on page 261.

VAMPIRE

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Guerilla-X	SAB	RAV	SYN	Spend one turn inflicting Deshell on your first target.
Strike Team-X	COM	COM	SYN	Stay in this Paradigm for just as long as it takes for your Synergist to bestow Faith on the entire party.
Cerberus-X	COM	COM	COM	Even with low overall party stats, a Vampire should go down in no more than two turns after the proper setup.
Ruthless-X	SAB	RAV	COM	Use this Paradigm to inflict Deshell on new targets while Faith is still active.
Combat Clinic	MED	MED	SEN	This is used only for emergency healing.

Notes:

- Vampires, encountered on Grave Ridge, Stonestump Wastelands and the Clearwater Marshes, are the only monster type that you can realistically farm to acquire Potent Generators – the Grade 5 Mechanical Monster Material. They have a 20% base chance of surrendering one per kill.
- Vampires attack in twos or threes. They favor Curse and Woundga, and will otherwise use physical attacks.
- Vampires drop the Impeder's Opal, which enhances the Saboteur role and is arguably the best of all the role-enhancing accessories.

VARCOLACI

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Bully-X	SAB	COM	SYN	Your Synergist should cast Faith on all party members while Serah inflicts Deshell on the first enemy.
Cerberus-X	COM	COM	COM	There is no need to waste time building Chain Bonus. After Deshell and Faith are in place, you can take out an enemy in one turn.
Devastation-X	SAB	COM	COM	Against subsequent foes, use this to inflict Deshell before switching back to Cerberus.
Combat Clinic	MED	MED	SEN	This is your emergency Paradigm with a relatively weak party.

Notes:

- Varcolaci roam in packs of three or four. They will inflict Poison with their Miasma attack and are immune to Deprotect. Star Pendants can help if your HP stat is low.
- Varcolaci drops the Healer's Emerald, which enhances the Medic role.

MALEBRANCHE

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Smart Bomb	SAB	RAV	RAV	Start with one turn in this Paradigm to stabilize the Chain Gauge. Later, after Unrelenting Blade has been deployed, you will need to stick Deprotect.
Tri-disaster	RAV	RAV	RAV	Don't hesitate to use this Paradigm liberally. You need to build the Chain Bonus to at least 300%.
Mystic Tower	RAV	RAV	SEN	The Sentinel will provide any necessary cover as you continue to increase the Chain Bonus.
Offensive Screen	COM	COM	SEN	After being buffed, Serah and Noel team up to rapidly deplete Malebranche's HP.
Protection-X	MED	SEN	SYN	An offensive Synergist can increase your damage output enormously with Bravery.
Protection	SYN	MED	SEN	Use this Paradigm to heal and cast Protect and Vigilance on the party.

Notes:

- Indrajit and Romulus & Remus (the Immortal's rare drops – see page 112) can be a big help in this fight, so you may want to consider acquiring those weapons before you take on this foe.
- Try not to inflict Deprotect too soon; at first, you need to focus on Chain Bonus growth over damage. Inflicting major HP injuries will hasten the appearance of Unrelenting Blade, which is when you will need to have a Sentinel ready.
- Use Protection-X when Malebranche has slightly over half HP remaining. Once Bravery is active on both Serah and Noel, switch to Offensive Screen and go on the attack while your Sentinel draws fire during the third and most dangerous phase of this fight, Peerless Blade. The enemy should fall before long.
- Malebranche's rare drop is the Berserker's Ruby, which enhances the Commando role.

WLADISLAUS

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Premeditation-X	SAB	SYN	SEN	With a Preemptive Strike, you can cast Deprotect while Noel applies Protect to your Sentinel.
Matador-X	SAB	RAV	SEN	Use this to stick Deprotect on each enemy before going on the offensive.
Hero's Charge-W	MED	COM	SYN	Heal your Synergist, who will cast Bravega on the party.
Cerberus-X	COM	COM	COM	With Deprotect and Bravega in effect, you can team up to take out an enemy very quickly.
Combat Clinic	MED	MED	SEN	Shift to this Paradigm if any heavy-duty healing is required.

Notes:

- An individual Wladislaus is of little danger to your party. Unfortunately, you will encounter groups of two or three at a time; the damage can pile up alarmingly quickly if you are not careful. Employing a Sentinel will not detract from your efficiency.
- After the initial turn of Premeditation, follow the same pattern of going from Matador to Hero's Charge to Cerberus to Combat Clinic to take out each Wladislaus while keeping your party in good shape.
- Wladislaus drops the Supporter's Amethyst, which enhances the Synergist role.

FOMOIRE

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Bully-X	SAB	SYN	Shaguma	Inflict Deshell on the Giant Fist that materializes at the beginning of the fight while Noel bestows the party with Protect.
Guerilla-X	SAB	RAV	Gancanagh Ace	A mid-battle Paradigm used to build Fomoire's Chain Bonus while Serah attempts to stick Poison.
Malevolence-X	RAV	RAV	Gancanagh Ace	Gancanagh Ace casts offensive buffs on Serah and Noel as they increase the Chain Bonus.
Tortoise	SEN	SEN	Bunkerbeast	Your opponent will telegraph all of its moves. Tank every single enemy attack to minimize the amount of healing required.
Cerberus	COM	COM	Shaguma	Use Normal formation, not Cross; even when the Giant Fist is out, you will need one Commando to attack Fomoire to maintain the Chain Gauge.
Discretion	MED	MED	Shaguma	Heal your party if necessary while Shaguma maintains the Chain Gauge.

Notes:

- Fomoire might just be the toughest of all six special Cie'th enemies if you don't know how to handle it properly. We recommend that you acquire Indrajit and Romulus & Remus before taking on this foe and using a specific team of monsters (Shaguma is used here for its Mind Piercer ability).
- After inflicting Deshell on the Giant Fist, Stagger it in Malevolence. Shift to Cerberus to take it out within approximately three turns. You now have a little time before Fomoire will summon another Giant Fist.
- Shift to Guerilla and inflict Deshell and Poison. Use the ATB Refresh technique between this Paradigm and Malevolence, working your way towards a Stagger. You should achieve this around the time when Gancanagh Ace puts up Faith on both Serah and Noel. Use Ultima Arrow, then shift to Cerberus. At this point, the next Giant Fist will probably appear. This should not be a problem, as Noel will be able to Launch Fomoire before the next attack. Keep it airborne with manual queues of Ruins. This strategy, combined with Poison, will deplete its massive pool of HP remarkably quickly.
- Fomoire drops the Defender's Topaz, which enhances the Sentinel role.

ISPUSTEKE

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
All for One-X	COM	SYN	SYN	Start off by stabilizing the Chain Gauge while your Synergists work to buff the party. Your Synergist monster should have Bravery in its arsenal.
Bully-X	SAB	COM	SYN	This Paradigm allows you to Stagger and inflict Deprotect, while your offensive Synergist finishes casting Bravery.
Cerberus-X	COM	COM	COM	Be sure to use the Cross formation in order to take out one enemy at a time.
Ruthless	SAB	RAV	COM	Save this Paradigm for the second enemy, when you will likely need to build the Chain Bonus from scratch.
Combat Clinic	MED	MED	SEN	If you are quick, you should not need to heal until after the first enemy has been defeated.
Tortoise	SEN	SEN	SEN	Tank every Multicast without fail to ensure your party's survival.

Notes:

- The Ispusteke can be encountered individually, or in pairs; these guidelines focus on the latter configuration. Only high-level parties should consider taking on two at once, and must be prepared to weather storms of the powerful Multicast attack. Tortoise is essential to maintain the momentum of your offensive, and you should switch to it immediately for every Multicast.
- Because Ispusteke has a huge Chain Resistance before it is Staggered, you should use the Gandiva and Grasitha weapons dropped by Ochu to make this battle much less stressful. You should also equip accessories that boost magic resistance.
- Control Serah and stay in All for One-X for as long as it takes for Noel to cast Shell on the party. In Bully-X, manually queue Deprotect; time your actions to begin casting just before Staggering your target. Once at least two allies have been bestowed with Bravery, switch to Cerberus-X and go for broke in taking out the first enemy. Afterwards, you can take a breather to heal. The remaining opponent is much less of a threat on its own. Simply repeat the process and victory will be yours.
- Ispusteke drops the Blaster's Sapphire, which enhances the Ravager role.

SERENDIPITY (??? AF)

Existing outside the traditional boundaries of time and space, this casino resort will voraciously consume any minutes or hours you are prepared to spend in it – and, with a little planning, fill your party's inventory with more loot than they have a right to carry. Serendipity also plays host to the Mystic, who will bestow Serah and Noel with miraculous Fragment Skills at set progression milestones.

FRAGMENT OVERVIEW

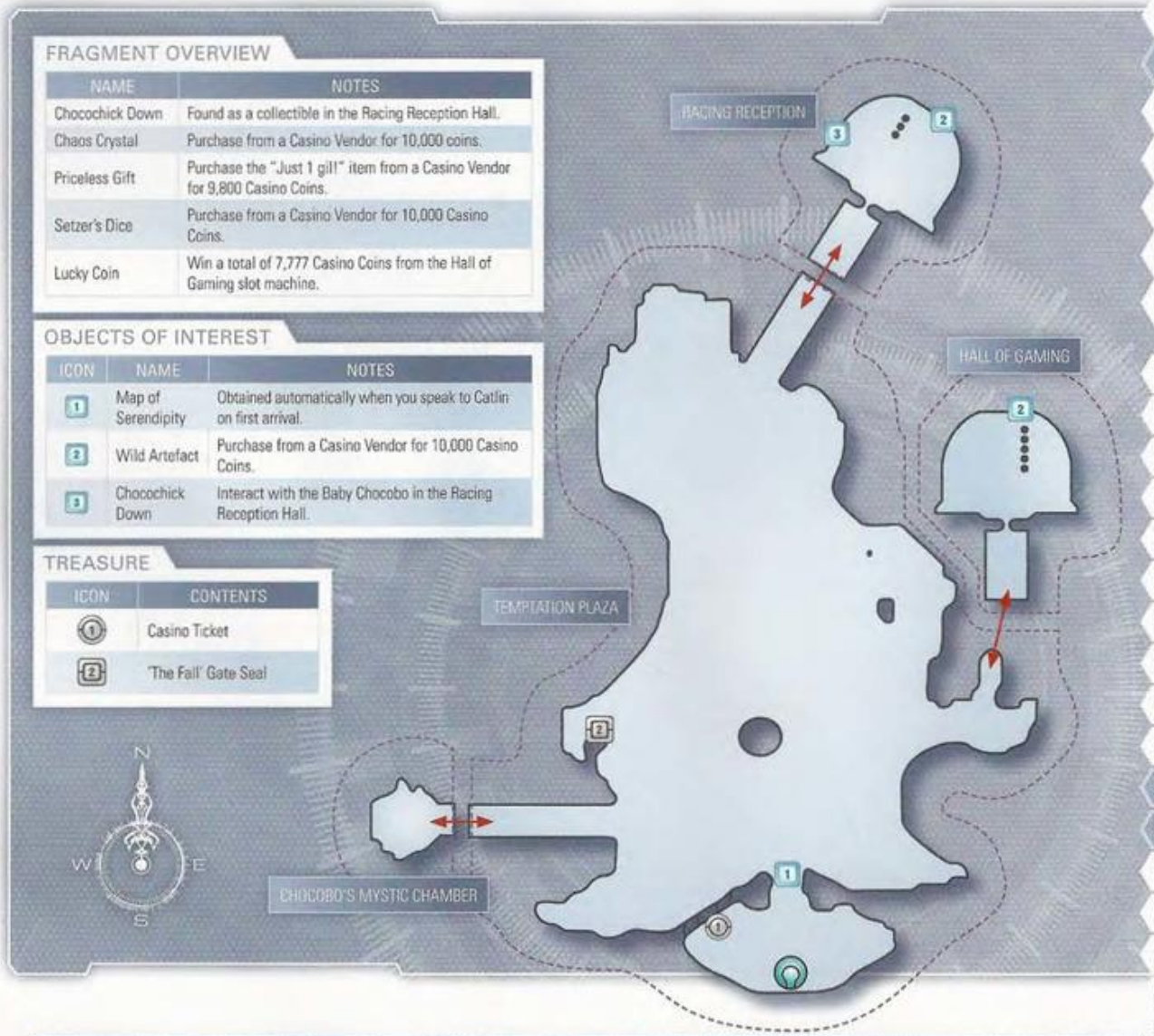
NAME	NOTES
Chocochick Down	Found as a collectible in the Racing Reception Hall.
Chaos Crystal	Purchase from a Casino Vendor for 10,000 coins.
Priceless Gift	Purchase the "Just 1 gil!" item from a Casino Vendor for 9,800 Casino Coins.
Setzer's Dice	Purchase from a Casino Vendor for 10,000 Casino Coins.
Lucky Coin	Win a total of 7,777 Casino Coins from the Hall of Gaming slot machine.

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of Serendipity	Obtained automatically when you speak to Catlin on first arrival.
2	Wild Artefact	Purchase from a Casino Vendor for 10,000 Casino Coins.
3	Chocochick Down	Interact with the Baby Chocobo in the Racing Reception Hall.

TREASURE

ICON	CONTENTS
1	Casino Ticket
2	'The Fall' Gate Seal



CASINO VENDORS

While gil is the sole currency elsewhere in the Historia Crux, Serendipity has its own monetary system: Casino Coins. You can engage the services of a Casino Vendor by approaching their desks in the Racing Reception and Hall of Gaming. Select the **Purchase Coins** option to acquire the local currency at a (frankly outrageous) exchange rate of ten gil per Casino Coin, **Exchange Tickets** to redeem Casino Tickets, Gold Casino Tickets and Platinum Casino Tickets for 50, 100 and 500 Casino Coins respectively, or pick **Purchase Prizes** to buy items with your Casino Coins (see page 273).

The Casino Vendor's inventory includes three Fragments and a Wild Artefact essential to 100% game completion with a cumulative cost of almost 40,000 Casino Coins (400,000 gil!), though the cost is reduced when you obtain the Bargain Hunter Fragment Skill (see page 125). Once you can collect a Silver Chocobo in Academia (4XX AF) and nurture it to full race fitness, however, this sum can be acquired in relatively little time in the Chocobo Races. Indeed, mastering the Chocobo Races is one of the best ways (if not *the* best way) to generate currency in the entire Historia Crux.

As the Casino Vendors offer no facility to covert Casino Coins into gil, the only way to exchange one currency for another is to buy items in Serendipity, then sell them to Chocolina (ideally with Haggler and Bargain Hunter active). Tufts of Phoenix Down present the best way to monetize the casino's regional scrip with both Fragment Skills enabled. You can buy 99 for 29,700 Casino Coins, then sell them to Chocolina for 54,450 gil – substantially less than their "technical" worth, granted, but still a better exchange rate than any other item.

SLOT MACHINES

The slot machine in the Hall of Gaming area (based on the Japanese *pachislo* found in pachinko parlors and amusement arcades) challenges you to align identical symbols in horizontal or diagonal lines. Press R1/RB to insert Casino Coins into a machine, then press down or to pull the lever. Press the upper face buttons on your controller (□, △, ○, or ✕, Y, B) to stop the reels. Alternatively, you can simply press and hold L1/LB to activate the Auto-play feature – but at a cost that we'll explain shortly.

The machine has three different modes:

- **Normal Mode:** You play with five coins, so the payouts are very limited. You can reach Victory Mode by aligning three nines, and the Super Victory Mode by aligning three Ochus.
- **Victory Mode:** You play with ten coins. You can reach the Super Victory Mode by aligning three Ochus or three nines. However, this mode will end if you obtain a Bomb in the left-hand column or three Cactuars.
- **Super Victory Mode:** You play with 100 coins, so your expenditure will skyrocket, but the possible payouts are also far greater. This mode has a 50% chance of ending if you obtain three Moogles in a row.

Before you begin, speak to the Casino Staff representative in front of the single free machine to gain a sense of its "Mood". This has a fairly significant effect on the potential payouts – as the following table reveals. The machine's Mood is randomized on each visit to Serendipity, so you may need to make several fruitless visits before you can count on the best set of probabilities.

SLOT MACHINE PAYOUTS

SYMBOLS ALIGNED	NAME	PAYOUT
	9	x50
	Ochu	x500
*	Bomb	x2
	Chocobo	x3
	Cactuar	x4
	Moogle	x1

* You only need one of these to get the payout.

The better a machine's Mood is, and the higher the Mode you can attain, the better your chances of winning a meaningful jackpot. Once you reach Victory Mode and Super Victory Mode, it's just about possible to reduce incidences of aligned Bombs, Cactuars and Moogles if you have eagle eyes and hair-trigger reactions – but it's mostly about luck (or a distinct lack thereof).

There is one additional factor to bear in mind. Though you may be tempted to multitask by holding L1/LB while doing something else, the Auto-play option actually leads you to play at a loss, with reduced chances, even when the machine is in its best possible Mood. The maximum 130% rate offered by manual play with optimal conditions means that, over a long enough timeline – think mornings, afternoons and evenings rather than minutes or hours – you might conceivably secure a 30% profit.

Fragment: Lucky Coin

To obtain this Fragment, you must win over 7,777 Casino Coins in total on the Hall of Gaming slot machine in any number of sessions – a feat that can potentially take many hours. For those who lack the time or inclination to play properly, the best way to pick up the Lucky Coin is to follow these steps:

- Obtain at least 16,000 Casino Coins. The Chocobo Races (see the page to your right) offer the most time-efficient method to achieve this.
- Ensure that the slot machine is set to offer its best possible odds. Interact with it to start a session, then wedge the controller against something solid to engage Auto-play. Either keep a peripheral track of your progress while engaged with something else (which will also enable you to actively participate in Victory Mode and Super Victory Mode to improve your odds), or simply return later – *much* later – to claim your reward. In the event that luck fixes you with a frown, you may need to invest additional Casino Coins.

If you missed the brief cutscene and are curious to know its content, Serah will remark to Noel (over a temporarily blank screen) that a coin fell out of the machine; when the picture is restored, you receive the Fragment notification as play resumes.

MACHINE MOODS & PROBABILITIES

SYMBOLS ALIGNED	MOOD					
	"Oh, dear. Someone's not a happy camper."	"The poor thing's a little down in the dumps."	"It's not doing well, but it's not doing poorly either."	"It's not bad. Nothing special."	"That machine's on fire!"	"It's like a hot summer's day!"
(Victory & Super Victory Modes)	1/418	1/403	1/394	1/372	1/347	1/320
(Normal Mode)	1/198,303	1/10,628	1/14,004	1/22,273	1/5,321	1/3,632
(Victory & Super Victory Modes)	1/56,700	1/56,700	1/28,800	1/28,800	1/28,800	1/28,800
(Normal Mode)	1/1,710,775	1/1,710,775	1/58,468	1/63,124	1/64,600	1/69,601
	1/50	1/50	1/50	1/45	1/50	1/45
	1/16	1/15	1/16	1/15	1/16	1/15
	1/105	1/105	1/100	1/95	1/88	1/85
	1/10	1/10	1/10	1/9	1/9	1/9

MACHINE PROFITABILITY

PLAY TYPE	MOOD					
	"Oh, dear. Someone's not a happy camper."	"The poor thing's a little down in the dumps."	"It's not doing well, but it's not doing poorly either."	"It's not bad. Nothing special."	"That machine's on fire!"	"It's like a hot summer's day!"
MANUAL PLAY	95%	98%	104%	113%	119%	130%
AUTO-PLAY	71%	76%	80%	86%	91%	99%

FRAGMENT: CHOCOCHICK DOWN

Interact with the Baby Chocobo on the west side of the Racing Reception area to collect the Chocochick Down Fragment and 500 CP.

CHOCOBO RACES

With a little prior knowledge and a fairly nominal investment of time and resources, Serendipity's Chocobo Races offer the most effortlessly lucrative opportunity to generate gil in the entire Historia Crux. What's more, this is something that you can exploit at a fairly early stage in the main storyline. To enter the Chocobo Races, you must first register a Chocobo. The Chocobo will be unavailable for battle duties while stabled in Serendipity, though you can unregister them at any time to restore them to your roster of monsters.

Racing Attributes

Speed: A Chocobo with a high Speed value will perform well in short 600m races. The Speed rating (expressed as a grade from "E" (slowest) to "A" (fastest) is determined by the Chocobo's Strength stat. Though you can achieve an "A" rating with anything above 640 Strength, you can actually further improve a Chocobo's pace by increasing this attribute to the maximum transferrable Speed cap of 800 Strength. Anything above that value will have no effect.

STRENGTH	SPEED RATING
001-160	E
161-320	D
321-480	C
481-640	B
641-800	A

Stamina: This is the most important variable for the 1,200m and 1,800m races: if your Chocobo lacks Stamina, its performance will suffer tremendously towards the end of these meetings. A Chocobo's Stamina is determined by its Magic stat. As with Strength, the maximum possible Stamina attribute is achieved at a cap of 800 Magic.

MAGIC	STAMINA RATING
001-160	E
161-320	D
321-480	C
481-640	B
641-800	A

RP (Race Points): Your Chocobo's Race Points total is governed by its HP stat; at 5,000 HP, you will achieve the maximum RP of 600. Race Points determine the maximum potential length of a Chocobo's career, and are consumed every time you enter a race. The sum of RP required is dictated by the competition class: 10 RP for the entry-level Cocoon Class, then additional increments of 5 RP per class, up to 30 RP for the top-tier Fal'Cie Class.

Abilities: Though high Speed and Stamina are pivotal, Abilities are special traits that can make a significant contribution to a Chocobo's overall racing prowess. They can be conferred by specific passive abilities in your Chocobo's repertoire of skills, be they innate or infused.

RACING ABILITIES: UNLOCK REQUIREMENTS

RACING ABILITY	DESCRIPTION	PASSIVE ABILITY REQUIRED	AVAILABILITY/ INFUSION
Rocket Blast	Increases the window of opportunity for a Sprinting Start.	Critical: Shell; Role Resonance; Feral Surge; Feral Fatigue	Default ability of White Chocobo; Bamapama (Lv. 16)
Dark Horse	Offers improved gambling odds on your Chocobo.	Item Scavenger (I or II); Item Collector	Default ability of Silver Chocobo; Microchu (Lv. 18); Apotamkin (Lv. 14)
Limelight	Your Chocobo's stats are increased for Graded races.	Kill: ATB Charge; Kill: Libra	Goblin Chieftain (Lv. 22)
Supersonic	A skill that activates when the strategy is selected. Increases the rate at which the Boost gauge charges.	Quick Stagger; Improved Guard (I or II); Critical: Power Surge (I or II)	Default ability of Chocobo; Flandit (Lv. 8)
Lightning Bolt	A skill that activates when the strategy is selected. Increases the rate at which the Boost gauge charges.	Improved Ward (I or II); Chain Bonus Boost (I or II); Stagger Maintenance (I or II)	Default ability of Red Chocobo; Golden Chocobo (Lv. 2); Ceratoraptor (Lv. 2)
Turbo	A skill that activates when the strategy is selected. Decreases the cost of the Boost command.	Critical: Shield (I or II); Siphon Boost (I or II); Defense Maintenance (I or II); Improved Cure (I or II)	Default ability of Green Chocobo; Cait Sith (Lv. 1); Swampmonk (Lv. 1)
Blue Streak	A skill that activates when the strategy is selected. Decreases the cost of the Boost command.	Critical: Protect; Ally KO: Power Surge (I or II); Improved Debuffing (I or II)	Default ability of Purple Chocobo and Silver Chocobo; Ceratoraptor (Lv. 1)
Health Nut	Your Chocobo's condition is constantly favorable	Bonus CP; Rapid Recovery	Microchu (Lv. 24)
Free Spirit	Reduces instances where your Chocobo flags (even if only briefly) due to lagging behind the pack.	Critical: Faith ; Auto-Bravery; Auto-Faith; Auto-Haste; Auto-Vigilance; Auto-Tetradefense	Grenade (Lv. 12); Amanojaku (Lv. 13)
Attention Hog	Your Chocobo's stats are increased when it is the favorite for a race.	Feral Speed II; Gilfinder	Gancanagh (Lv. 1); Dragoon (Lv. 4)
Runaway	Increases the effect of Supersonic or Lightning Bolt.	Hindrance; Pack Mentality; Jungle Law	Chichu (Lv. 1); Nanochu (Lv. 1); Metalligantuar (Lv. 1)
Second Wind	Increases the effect of Turbo or Blue Streak.	Improved Counter (I or II); Fettered Magic	Pulse Gladiator (Lv. 1)
Perseverance	Slightly recharges the Boost gauge when you run out of stamina just before crossing the finish line.	Auto-Protect; Auto-Shell; Auto-Veil; Attack: ATB Charge (I or II); Improved Raise (I or II)	Apkallu (Lv. 1); Barbed Specter (Lv. 1); Caterchipillar (Lv. 1); Pitterpatter (Lv. 1)
Sprinter	Greatly increases speed in short-distance races.	Critical: Veil; Critical: Bravery; ATB Advantage; First Strike	Default ability of Black Chocobo; Cactuar (Lv. 1)
Marathoner	Greatly increases stamina in long-distance races.	Critical: Vigilance; Critical: Tetradefense	Default ability of Golden Chocobo, Microchu (Lv. 5)

Optimum Chocobo Development

Though any Chocobo can be developed to compete at the highest level in the Chocobo Races, the Silver Chocobo is categorically the easiest and most cost-effective option (though the Golden Chocobo found later in the game runs a close second). Best of all, you can realistically max this gifted all-rounder out once you unlock Academia (4XX AF) in the main storyline. The following guide is for power gamers who wish to claim the available rewards at the earliest possible stage, and presumes that your party is suitably attired and developed for the item farming it entails. The steps that focus on material and monster acquisition are *much* less time-consuming if you wait until you acquire the Encounter Master Fragment Skill later in the game; Monster Collector is also useful.

- The first step is to collect the Silver Chocobo itself. Obtain the Mog's Manifestation Fragment Skill from the Mystic in Serendipity (see page 125), then travel to Academia (4XX AF) and perform a Moogle Throw onto the small platform below the holographic projection of Cocoon to acquire its one-of-a-kind crystal.

- You now need to obtain 31 Potent Orbs, 46 Potent Essences, and 23 Potent Crystals. Refer to "Points of Interest" on page 109 to find out how to farm these items from the Archylte Steppe's Clearwater Marshes area in the shortest possible amount of time.

You can now advance your Silver Chocobo to its maximum of Level 45. This will enable it to meet the maximum Speed and Stamina totals of 800. With the Blue Streak and Dark Horse abilities as standard (the former being the best Boost-oriented skill, and the latter increasing your potential Casino Coin returns through gambling), you can now register your steed and dominate the Cocoon, Monster, Weapon and Guardian race classes, and be highly competitive in the more demanding Fal'Cie Class. To build the best possible Silver Chocobo, though, you should also take the following steps:

- Infuse your Silver Chocobo with a Level 1 Pulse Gladiator (found on the Archylte Steppe – see page 107) to obtain the Second Wind trait. This improves the critical Blue Streak ability.

- The Critical: Bravery passive ability will endow your Chocobo with the Sprinter ability, which should make it near-unbeatable in short races. This can be obtained from a Level 1 Cactuar acquired from the Archylte Steppe.

- Finally, you should almost certainly have caught a Microchu during your earlier farming expedition. Advance it to Level 24 and infuse it into your Silver Chocobo to obtain Marathoner and Health Nut. While the former offers a welcome boost to performance in longer races, Health Nut means that your Chocobo will never fall below "average" condition. However, it will also reduce your overall ability to generate Casino Coins through gambling on the races – see page 123.

- Perseverance, Free Spirit and Limelight are also worth consideration, though they're not really worth the trouble unless you are desperately chasing certain Titles to obtain rare Adornments – see Race Rewards for details.

Entering Races

Speak to the attendant flanked by two Chocobos and select Register Chocobo to enter the races. The main menu offers the following options:

- **Race:** Takes you to a list of possible races. At first you can only enter Cocoon Class contests. There are five classes in all, and you only need win a single race in a class to unlock the next tier of competition.

- **Retrieve Chocobo:** Selecting this option retires your Chocobo from active competition. Though an individual Chocobo's career ends once its RP has been spent, you can immediately re-register them again to begin anew.

- **View Records:** This option allows you to check your **Records**, **Titles** (see page 123), and completed **Races**.

- **How to Play:** Offers a selection of tutorials.

- **Cancel:** Enables you to leave the race menu.

Once you are ready, select Race to visit the Race Selection Menu. You cannot back out once you select a meeting, so take care to make the right choice.

- The right-hand side of the screen shows your Chocobo's basic attributes (including remaining RP and career performance), plus their abilities.

- In the lower-left corner of the screen, you will find details on the current selected race, including prize money (in descending order of finish) and the item reward for winning.

- Races can be "standard", "Graded" or "Secret". Graded races are marked with a blue emblem, and unlock a connected Secret race when you win them for the first time in any career. Secret races are marked with a red and yellow emblem. There are two Graded and two Secret races available per race class.

- The Use Items option enables you to use the three varieties of Shuffle items if you are attempting to find a specific race.

SHUFFLE ITEMS

NAME	DESCRIPTION	AVAILABILITY
Shuffle	Shuffle a Chocobo race list.	Casino Shop (50 coins) and race reward (Sunleth Cup)
Shuffle (Common)	Shuffle a Chocobo race list to favor common races.	Casino Shop (200 coins) and race reward (Bomb Classic)
Shuffle (Graded)	Shuffle a Chocobo race list to favor Graded and Secret races.	Casino Shop (200 coins) and race reward (Wild Bear Derby)

Race Preparations

Don't be too quick to select the "Start Race" option: the Racing Form menu that lies just before a competition contains not only information on your opponents, but the option to adjust your Chocobo's race strategy, use items to improve its condition, and place wagers (📷 05).

05

1. The names of your opponents in the current meeting. Once you reach Fal'Cie Class, recognizing certain noteworthy Chocobos can enable you to win large sums of Casino Coins – see "Gambling" overleaf.

2. The "Fav" column indicates the relative strength of each Chocobo in a race, based on their condition and (hidden) speed and stamina stats. The hierarchy runs from * → A → B → C → D → E. With a high-powered Silver Chocobo, this only really becomes relevant once you reach Fal'Cie Class (and, perhaps, the occasional Guardian Class race).

3. This shows which of the four possible racing strategies each competitor uses. See "Racing Strategy" for details.

4. The "Cond" column shows the relative health of all competitors. See "Chocobo Condition" for details.

5. This column shows the betting odds for each competitor. You can wager up to 100 Casino Coins on any Chocobo in a race – not merely your own.

6. All Abilities that are active for the current race, based on its length and your selected strategy, are highlighted by a yellow wing.

RACING STRATEGY

STRATEGIES & RELATED ABILITIES

ICON	DESCRIPTION	RELATED ABILITIES
	The Chocobo will attempt to lead the pack for the entire race.	Supersonic, Runaway
	The Chocobo will stay towards the front of the pack.	Lightning Bolt, Runaway
	The Chocobo will tend to stay in the middle of the pack, becoming a little faster towards the end of the race.	Turbo, Second Wind
	The Chocobo will generally linger at the back of the pack for most of the race, picking up speed in its later stages.	Blue Streak, Second Wind

Though the racing strategies used by your opponents can give you an indication of how you might expect them to perform (especially at Fal'Cie Class), it is the strategy that you select for your own Chocobo that matters most.

In short, the racing setup that you pick dictates the general pace that your Chocobo will set, but – more importantly – also governs if you can obtain the special bonus provided by the Supersonic, Lightning Bolt, Turbo or Blue Streak abilities in a race. We find that the strategy in conjunction with Blue Streak (a default capability of the Silver Chocobo) is by far the best option to pick, especially when improved with the Second Wind ability.

CHOCOBO CONDITION

While the condition of your rivals in each competition is chosen at random, the status of a default Chocobo will cycle back and forth between excellent condition and terrible condition, moving one step after each race. This can have a profound effect on a racer's ability to perform, especially in higher classes. There are three ways to address this issue:

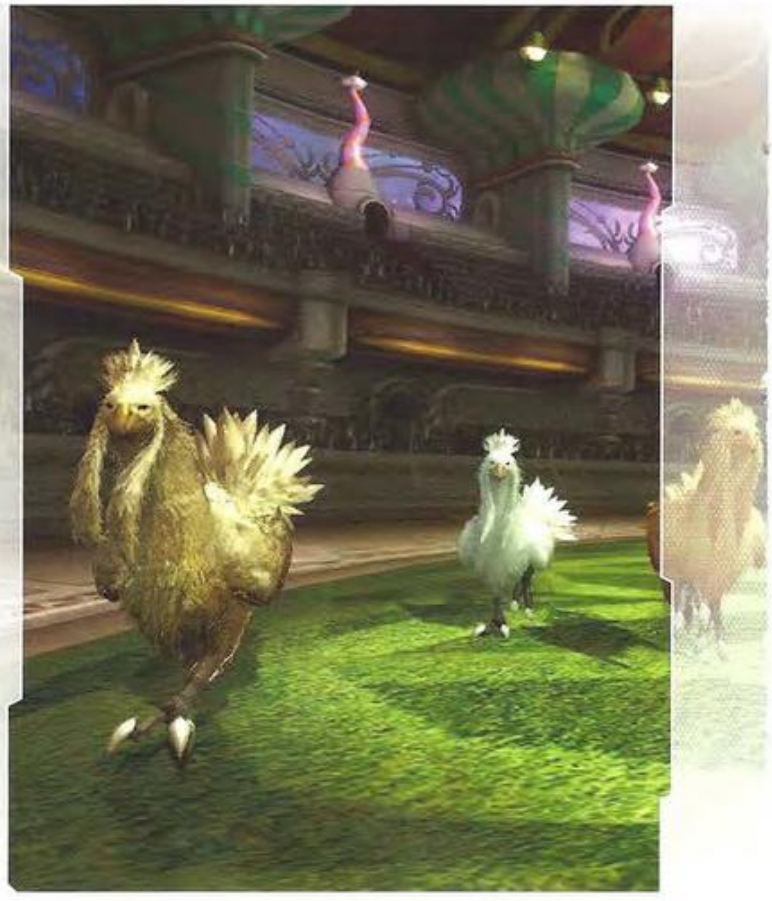
- Keep track of the trend in your Chocobo's condition and favor easier races when they are set for the most miserable parts of their cyclical slumps. A maxed-out Silver Chocobo in terrible condition will still annihilate the field in the Cocoon, Monster and Weapon classes.
- Use the Chocoboost or Chocobull items to engineer condition increases: see "Boosting Items".
- Bestow your Chocobo with the Health Nut ability via an infusion to ensure that it will never fall below average condition.

CHOCOBO CONDITION

ICON	CONDITION
	Excellent
	Good
	Average
	Poor
	Terrible

BOOSTING ITEMS

NAME	DESCRIPTION	PRICE (COINS)
Chocoboost	Improves the condition of the Chocobo by one level for one race.	200
Chocobull	Improves the condition of the Chocobo by one level for one race, and then improves its condition in the next race.	500



Racing Controls & Tactics

While the proud owner of a maxed-out Silver Chocobo can expect to win almost every meeting, the following techniques are key to beating the high-level opponents you will face in the Fal'Cie Class races. The tactics we outline here are for a Chocobo with the Blue Streak ability configured to use the strategy, as it leads to the most consistently successful results.

RACE CONTROLS

Boost/Sprinting Start	⊗/Ⓐ
Camera Adjustment	Ⓡ
Lock Camera (chase view)	R1/RB
Lock Camera (rear view)	L1/RB

- You can achieve a Sprinting Start (and, therefore, shave a sliver off your overall time) by pressing ⊗/Ⓐ just before the Chocobos burst from the gates. The window for this is extremely small (unless expanded with the Rocket Blast ability), but there's a simple trick to securing it every time: press the button just as the "1" fades from the screen.
- Once the race is underway, settle back and enjoy the show. The strategy is all about saving your Boost for the final dash for the finish line. Don't be alarmed if your Chocobo lags far behind the rest of the field, especially in distance races; this is a natural part of the strategy.
- As you draw close to the final corner in 600m races, or a variable position on the penultimate straight in longer competitions, the Blue Streak notification will appear; your Chocobo will also begin to glow to highlight the effect. Blue Streak reduces the rate at which the Boost gauge depletes, but only remains in effect for several seconds. Picking the optimal moment to activate the Boost is a delicate art in Fal'Cie-class races. If you are lagging behind the leaders and the gauge is not full, you can sometimes benefit by delaying its deployment for a second or two (perhaps slightly longer in distance races) to gain the longest possible speed increase. Don't leave it too late: if your Chocobo ceases to glow, you will lose the bonus. If your gauge is full, though, it always makes sense to deploy full Boost straightaway.
- Always use Boost in one go, at the end of the race, and don't try to eat up portions of the gauge if the fill rate is especially high in your current competition – it won't make a difference.

Gambling

You can place a bet of up to 100 Casino Coins on any Chocobo prior to the start of a race. Wagering the full sum on the Silver Chocobo we recommend will enable you to consistently double your money in every competition below Fal'Cie class due to its natural superiority and Dark Horse ability. If you can win high-class races while your Chocobo is in poor or terrible condition (which, alas, isn't possible with the otherwise beneficial Health Nut ability), you can earn even more.

While the sums you pick up from race winnings and these simple wagers on your own competitor soon stack up over the course of a career, there are ways to greatly increase your income through smart gambling.

Strategy 1 – Bet on Close Rivals: Betting on a rival who is in great condition and a clear favorite (marked with a star or A rating, with your Chocobo rated at A, B or C) when you reach Fal'Cie Class can be a smart move if the odds are good. Naturally, you should place a wager on your Chocobo as well. If you do not win, it's highly likely that your closest competitor will – and this can often

lead to a better profit than an outright victory. If you want to ensure that you always turn a profit in the most difficult Fal'Cie Class races, no matter the result, you may even find that it will pay to bet on both of your closest rivals if the odds seem worthwhile.

Strategy 2 – Taking a Dive: Using the strategy and Blue Streak ability means that your Chocobo's overall performance really rests in your astute use of Boost at the end of Fal'Cie Class and, to a lesser extent, Guardian Class competitions. This presents an interesting gambling opportunity. If you notice that a close competitor has a star, A or B grade superior to your Chocobo in the FAV column, good or excellent condition, and odds in excess of 5.0, there is a sneaky way to turn a healthy profit. Make a note of their position on the track, place a full bet on them, then watch yours closely towards the end of a race; use R1/RB and R to adjust the camera to get a better view if required. If the Chocobo in question is clearly set to win the race, regulate your use of Boost to come in behind them, ideally in second. If they are lagging behind and clearly not set to accelerate miraculously, just press for the win. You profit in both eventualities.

GAMBLING: NOTEWORTHY COMPETITORS

NAME	SPEED	STAMINA
Eden's Champion	●●●●	●●●●
Hades' Sovereign	●●●	●●●●●
Lightning Rose	●●●●●	●●●
Sazh's Afro	●●●●●	●●●●
Sweet Snow	●●●●●	●●●●
Little Hope	●●●	●●●●●
Sweet Vanille	●●●●●	●●●●
Wild Fang	●●●	●●●●●
Graceful Rosch	●●●●	●●●●
Crafty Nabaat	●●●●	●●●●●
Endless Raines	●●●●●	●●●●
Barthandelus X	●●●●●	●●●

Race Titles

This table documents the rewards (in the form of rare Adornments) that you can obtain by achieving the specified feats within the course of a single racing career. Though you can obtain Titles multiple times over different careers, the prize is a one-time bonus.

TITLES

NAME	CONDITIONS	REWARD
Victorious	Win five races in a single career.	Train Conductor Cap
Speedster	A title awarded for demonstrating speed in a short race.	Electric Guitar
Fortitude	Win an 1,800m race.	Lebreau's Violet Tattoo
Underdog	Win a race where your Chocobo is not among the favorites.	Ripe Apple
Trooper	Compete in 20 races in a single career.	Frying Pan
Moneybags	Win 3,000 coins in a career.	Halo
Bird on Fire	Win 10 consecutive races.	Red Chocobo Chick
Derby Champ	Win all races with the "Derby" suffix in a single career.	Blue Moogle Bobble
All-Rounder	Win a 600m, 1,200m and 1,800m race during a single career.	Tropical Tree
Super Sleuth	Win all ten Secret races in a single career.	Crown
Grade-Getter	Win all ten Graded races in a single career.	Tonberry Figurine
King of Cocoon	Win all Cocoon Class races in one career.	Bronze Medal
Monster Hunter	Win all Monster Class races in one career.	Silver Medal
Weaponmeister	Win all Weapon Class races in one career.	Gold Medal
Guardian Eliminator	Win all Guardian Class races in one career.	Mark of Lindzei
Supreme Fal'Cie Chocobo	Win all Fal'Cie Class races in one career.	Mark of Etro

Race Rewards

The table here documents all Chocobo races in the five classes, including their top Casino Coin prize and the bonus item you will obtain for a first-place finish. Where two rewards are listed, the first is your prize for your debut triumph in that competition; the second reward will be given for all subsequent victories.

RACE REWARDS

NAME	DISTANCE (M)	CLASS	RP COST	COIN REWARD	ITEM REWARD
Hanging Edge Classic	600	Cocoon	10	30	Potion
Bodhum Derby	1,200	Cocoon	10	30	Potion
Vile Peaks Classic	600	Cocoon	10	30	Chocoboost
Bresha Classic	1,200	Cocoon	10	30	Chocoboost
Sunleth Cup	600	Cocoon	10	30	Shuffle
Gapra Classic	1,200	Cocoon	10	30	Shuffle
Palumpolum Cup	600	Cocoon	10	30	Power Bolt
Euride Stakes	1,200	Cocoon	10	30	Mana Bolt
Nautilus Derby	600	Cocoon	10	60	Witch's Bracelet
Sanctum Special	1,200	Cocoon	10	60	Zealot's Amulet
Orphan's Cup	600	Cocoon	10	60	Cute Cactuar Figurine; Power Droplet
Fifth Ark Cup	1,200	Cocoon	10	60	Guard's Ravager Badge; Mana Droplet
Goblin Derby	600	Monster	15	60	Librascope
Malboro Classic	1,200	Monster	15	60	Librascope
Flan Stakes	600	Monster	15	60	Chocoboost
Sahagin Derby	1,200	Monster	15	60	Chocoboost
Bomb Classic	600	Monster	15	60	Shuffle (Common)
Garchimacera Cup	1,200	Monster	15	60	Shuffle (Common)
Adamantoise Classic	600	Monster	15	60	Vitality Droplet
Ochu Classic	1,200	Monster	15	60	Vitality Bolt
Behemoth Special	600	Monster	15	80	Silver Bangle
Ahriman Cup	1,200	Monster	15	80	Auric Amulet
Tonberry Cup	600	Monster	15	80	Cie'th Wing; Power Droplet
Cactuar Cup	1,200	Monster	15	80	Pilot's Badge; Mana Droplet
Blazefire Saber Classic	600	Weapon	20	80	Phoenix Down
Durandal Cup	1,200	Weapon	20	80	Phoenix Down
Altairs Stakes	600	Weapon	20	80	Chocobull
Pleiades Classic	1,200	Weapon	20	80	Chocobull
Wild Bear Derby	600	Weapon	20	80	Shuffle (Graded)
Hawkeye Derby	1,200	Weapon	20	80	Shuffle (Graded)
Airwing Cup	600	Weapon	20	80	Power Chip
Binding Rod Classic	1,200	Weapon	20	80	Mana Chip
Gungnir Special	600	Weapon	20	160	Durable Warding Talisman
Partisan Stakes	1,200	Weapon	20	160	Pain Dampener
Omega Weapon Cup	600	Weapon	20	160	Mog Figurine; Potent Droplet
Nirvana Cup	1200	Weapon	20	160	Cactuar Figurine; Potent Droplet
Manasvin Cup	600	Guardian	25	160	Elixir
Myrmidon Derby	1,200	Guardian	25	160	Elixir
Garuda Stakes	600	Guardian	25	160	Chocobull
Dreadnought Special	1,200	Guardian	25	160	Chocobull
Aster Cup	600	Guardian	25	160	Vitality Sliver
Enki Enlil Classic	1,200	Guardian	25	160	Vitality Chip
Ushumgal Derby	600	Guardian	25	160	Adamantite
Havoc Stakes	1,200	Guardian	25	160	Dark Matter
Kalavinka Classic	600	Guardian	25	320	Nagaraja
Proudclad Classic	1,200	Guardian	25	320	The Tower
Undying Cup	600	Guardian	25	320	Onion Knight's Helm; Power Sliver
Shaolong Gui Cup	1,200	Guardian	25	320	White Chocobo Figurine; Mana Sliver
Phoenix Cup	600	Fal'Cie	30	320	Potent Sliver
Kujata Classic	1,200	Fal'Cie	30	320	Potent Sliver
Carbuncle Classic	600	Fal'Cie	30	320	Power Orb
Anima Stakes	1,200	Fal'Cie	30	320	Mana Orb
Atomos Derby	600	Fal'Cie	30	320	Vitality Orb
Bismarck Cup	1,200	Fal'Cie	30	320	Bloodguard
Dahaka Stakes	600	Fal'Cie	30	320	Collector Catalog
Titan Classic	1,200	Fal'Cie	30	320	Potent Sliver
Eden Stakes	600	Fal'Cie	30	480	Entite Ring
Orphan Derby	1,800	Fal'Cie	30	480	Potent Orb
Lindzei Cup	600	Fal'Cie	30	480	Canned Sheep Logo; Potent Orb
Pulse Cup	1,800	Fal'Cie	30	480	Canned Coyo Logo; Potent Orb

Reward Notes

- The Dahaka Stakes 600m race has the Collector Catalog as its main prize. This accessory, unavailable by any other means, is required to obtain the extremely profitable Durable Collector Catalog from Chocolina's Special section in her shop at the Archylte Steppe. You can also sell the Collector Catalog to Chocolina for 11,000 gil with Haggler active. As the Dahaka Stakes appears regularly in the competition roster once you reach Fal'Cie Class, and is easy to win with a maxed-out Silver Chocobo, this may be the least demanding way to generate gil in the entire game.
- The Adamantite offered as a prize in the Ushumgal Derby can be sold to Chocolina for the same price as a Collector Catalog, but be sure to save four – these are required components for two "ultimate" weapons that can be purchased on completion of the main storyline. Other items with notable resale values are Dark Matter (a Component with no practical use) and the Entite Ring accessory.
- If you need to build up a healthy supply of Librascopes (which can be extremely helpful when you fight new and powerful enemies, particularly bosses), buy a supply of standard Shuffle items, advance to Monster Class, then repeat the Goblin Derby and Malboro Classic repeatedly. If your party has an appetite for Elixirs, don't *ever* pay the exorbitant price demanded by the Casino Vendors – just win the Manasvin Cup and Myrmidon Derby whenever they appear in the roster.
- The Tower and Nagaraja are two unique weapons that can only be acquired by winning the Kalavinka Classic and Proudclad Classic races. Once equipped, they set Noel and Serah's traditionally weaker stat (Magic for Noel, Strength for Serah) to match their stronger stat. See page 219 for interesting applications.

THE MYSTIC & FRAGMENT SKILLS

Once you unlock Serendipity, head straight to the Mystic in the building on the southwest of Temptation Plaza to pick up your first Fragment Skills. These varied proficiencies are awarded at specific progression milestones, as detailed in the table here. You can activate or deactivate them via the Fragment Skills entry in the main menu. Entries in the following table are arranged in the order that you can first obtain them in the game for ease of reference.

FRAGMENT SKILLS

FRAGMENT	REQUIREMENT	DETAILS
Mog's Manifestation	Automatically awarded on your first visit to the Mystic.	Used to activate the Improved Moogle Throw.
Haggler		Increases the sale price of items sold to Chocolina by 10%.
Monster Collector	Collect all Fragments in Vile Peaks (200 AF) and 010 AF.	Provides a 20% boost to base drop rates for monster crystals.
Anti-grav Jump	Available after the end of Episode 5.	Imbues your current party leader with a limited ability to float when the jump button is held.
Bargain Hunter		Decreases the cost of all items sold by Chocolina and Casino Vendors by 25%.
Encounter Master	Collect all Fragments in all versions of Yaschas Massif; this can only be accomplished after you unlock Bresha Ruins (100 AF).	An absolute necessity for those farming for monster materials or undertaking the Monster Professor side quest. Enables you to increase or decrease the spawn rate of generic opponents.
Rolling in CP	Collect every Fragment in all Bresha Ruins and Yaschas Massif destinations.	This Fragment skill doubles your Crystogen Points haul for every battle you fight.
Battlemania	Complete the Academic Rank: Paradox Professor side quest that begins in Academia (400 AF). This can be accomplished once you unlock Academia (500 AF).	Enables you to increase the spawn rate of rare enemies, including those that appear in Distortions. Utterly essential for the Monster Professor side quest.
Chocobo Music	Collect all Fragments in the Monster Bits and Bounty Hunter categories, including those for the Archylte Steppe bosses.	Use this fun option to select the music that you hear whenever you ride a Chocobo.
Paradox Scope	Complete the main storyline.	When activated while replaying specific story events, this special device can unlock more difficult "alternative" battles that lead to Paradox Endings.
Eyes of the Goddess	Collect all Fragments in New Bodhum (003 AF), Bresha Ruins (005 AF), Yaschas Massif (010 AF), Yaschas Massif (01X AF), Oerba (200 AF) and Sunleth Waterscape (300 AF).	This Fragment Skill gives you limited control of the game camera during cutscenes.
Mobile Mog	Collect all Fragments in the 200 AF, 300 AF and 400 AF versions of Oerba, including the Paradox Ending in 200 AF.	This Fragment Skill greatly reduces the wait before Mog returns to your party after each Moogle Throw.
Field Killer	Collect all Fragments in the Academic Reward and Great Mog Wisdom categories.	Enables you to instantly kill certain groups of weak monsters when they spawn with a single sword swipe, removing the need to fight opponents that you have no interest in.
Clock Master	Obtain all 160 Fragments.	Increases the speed of FFXIII-2 – even cutscenes – to facilitate fast farming.

Improved Moogle Throw

This special Fragment Skill enables Mog to search for items wherever he lands after a Moogle Throw. You can find seven unique monster crystals by employing this ability in very specific locations. These are one-of-a-kind items: if you infuse them into another monster or make a mess of their development at the Crystarium through inefficient use of Monster Materials, you cannot collect any more.

IMPROVED MOOGLE THROW: MONSTER CRYSTALS

CRYSTAL	LOCATION	DETAILS
Cactuarina	New Bodhum (003 AF)	Throw Mog into the crater beneath the Gate in the Meteorite Impact Site area.
Rangda	New Bodhum (003 AF)	Throw Mog into the ocean from the pier east of the NORA House.
Leyak	Sunleth Waterscape (300 AF)	Hurl Mog at the two Miniflan while riding the giant beast in the Animal Trail area.
Chichu	Archylte Steppe (??? AF)	Throw Mog into the patch of red flowers close to the Cactuar Waystone on the Plains of Eternity.
Nanochu	Archylte Steppe (??? AF)	Throw Mog onto the small island at the center of the Clearwater Marshes. The probability of finding the Nanochu crystal is only 10%, so you may need to repeat this many times.
Silver Chocobo	Academia (4XX AF)	Throw Mog onto the platform beneath the holographic projection of Cocoon. See page 149 for details.
Cactuarama	A Dying World (700 AF)	Throw Mog to a position close to Chocolina in the Black Sands zone. This may take numerous attempts.

Though the probabilities of obtaining an item are often low and there are many instances when Mog will return with a single gil or an item of nominal value (Potion, Remedy, Malodorous Fruit or Succulent Fruit), there are also a wide range of Adornments that you can collect. You can find details on these in the table that begins on page 268 of the Inventory chapter. As some of these have a preposterously slender 5% chance of appearing with each Moogle Throw, we suggest that you wait for the Mobile Mog Fragment Skill before you begin searching in earnest.

If Mog repeatedly fails to bring anything back, there are no items to collect in that map area. The Improved Moogle Throw leads to no rewards in Academia (500 AF); in Serendipity, Mog goes off to play, and cannot be called on for this service.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Circuitron (RAV – 10%)	Cobaltite/ Lightning Aegis	Absorbs Lightning; heals itself constantly while it attacks. Delta Attack recommended for large groups. See "Points of Interest" for more information.
Munchkin (COM – 10%)	Potent Engine/ Power Booster	The most common opponent in this location. They can be a little challenging if you arrive with a low-level party, but are little more than a distraction later on.
Munchkin Maestro (RAV – 10%)	Potent Engine/ Vitality Booster	Can bestow buffs on itself and its Munchkin allies with its Goblinhancement ability. At low levels, deal with its smaller companions first.
Purple Chocobo (SYN – 15%)	Chocobo Plume/ Afro & Purple Chick	These semi-rare opponents only appear in the external map areas. See "Points of Interest" overleaf for details.
Tonberry (COM – 15%)	Power Orb/ Hermes Sandals	This rare high-level enemy appears in a Distortion – see corresponding section.

RAMBUNCTIOUS CHOCOBOS

Only present in "optional" locales separate to the core storyline, Rambunctious Chocobos – easily identified by their distinctive plumage – consume Gysahl Greens at a steady rate as you ride them. This makes them an impractical means of travel over longer distances. Given the sheer expense of feeding them for a journey from one side of a map to another (considering that Gysahl Greens cost 300 gil per unit), it's generally best to use them only when you need to take advantage of their jumping prowess to reach an inaccessible area.

A Rambunctious Chocobo's appetite for Gysahl Greens is determined by your total Fragments. The accompanying table documents how long each helping of Greens will last based on your overall progress.

GYSAHL GREEN CONSUMPTION

FRAGMENTS	APPROXIMATE DURATION
10	7 seconds
20	9 seconds
40	12 seconds
80	20 seconds
120	28 seconds
160	35 seconds

DISTORTIONS

01

These temporal disturbances herald the arrival of an unusually powerful enemy (📷 01), and act as a warning for low-level parties to make a rapid escape.

- Without prior knowledge of the local monsters, you cannot know which opponent awaits once you strike a Distortion to begin a battle. In Bresha Ruins (300 AF), they always contain the diminutive yet devastatingly powerful Tonberry: see overleaf for details.
- Distortions do not move from their original positions, so it's not difficult to run away to avert an unfortunate one-sided battle.
- If you feel that your party can cope with a potential opponent, note that you can still obtain a Preemptive Strike bonus in the traditional manner.

ITEMS OF NOTE

02

'Labyrinth' Gate Seal: Instead of spending Gysahl Greens on the Rambunctious Chocobo, you can stand on the stone ramp and perform a Moogle Throw to open the treasure box in the walled-off area in the southeast of the map. This Seal can be used to close the Bresha Ruins (300 AF) gate.

Silver Petal: Examine the flower in the Lamentable Rest area (the graveyard in the far northeast of the map) after starting the Anima Miseria side quest in Bresha Ruins (005 AF) to collect this item (📷 02). It is required to complete the Anima Miseria side quest.

Old Device: After starting the Rhodium Ring side quest in Bresha Ruins (100 AF), examine the stuffed animal at the monument in the Lamentable Rest zone to obtain the Old Device (📷 02). Similar to the Silver Petal, this cannot be collected before you begin the related quest.

FRAGMENT: PLATINUM RING

Speak to Jonah on the steps just north of the Gate you start at to begin this side quest. Head to the northwest corner of Echoes of the Past, then use the Moogle Hunt to reveal the treasure box close to the Chocobo. Deliver the Recording Device that it contains to Jonah to claim the Platinum Ring and 400 CP.

FRAGMENT: MYTHRIL RING

Talk to Thurston in the Echoes of the Past tunnel on the southwest side of the map – he's just a short walk east of a Chocobo. He would like you to speak to the Commander, who can be found wandering around the southeast area of the map. Strike up a conversation to obtain the Commander's Report, then return to Thurston to obtain the Mythril Ring Fragment and 400 CP.

FRAGMENT: IRIDIUM RING

Walk over to the strange outline of a man in the Lamentable Rest area and perform a Moogle Hunt (03), then speak to Lex to begin the Iridium Ring side quest. Lex's friend is found in the tunnel in the southwest of the Echoes of the Past area. Speak to him to initiate a Live Trigger event, then select the following puns:

- "A job as a shoe salesman would be your best fit."
- "Need an ark? I Noah guy."
- "Salt merchants are movers and shakers."

Your reward is the "My Buddy's Message" item. Return to Lamentable Rest and deliver it to Lex to obtain the Iridium Ring Fragment and 400 CP. A Wild Artefact will materialize once Lex disappears; be sure to pick this up.

03

FRAGMENT: CONTROL DEVICE PASSWORD 2

Requirements: Complete the Platinum Ring, Mythril Ring and Iridium Ring side quests, then start the Adamantite Ring side quest in Bresha Ruins (100 AF). You cannot reach this location until late in the main storyline.

Once you have started the Adamantite Ring quest in 100 AF, head to the chamber with the Atlas control device in the north Echoes of the Past tunnel. Speak with the Government Agent, then interact with the control device. This leads to a Tile Trial in a Temporal Rift; see page 247 for guidance if required. Once you have completed the puzzles, you will obtain the Control Device Password 2 Fragment and 400 CP.

POINTS OF INTEREST

- As they are plentiful in the external areas, Munchkins are a great source of Potent Engines – a Grade 3 Monster Material used to level up mechanical monsters.
- The Circuitron enemy type only appears in the two tunnel sections, and can devastate an ill-prepared party. Use Delta Attack for safety as you thin their numbers, Solidarity for bouts of healing if required, then switch to Relentless Assault to finish the battle. If they are accompanied by Munchkins, neutralize these weaker opponents first. Circuitrons have the Lightning Aegis as their rare drop, though there is a tiny 3% chance of obtaining one. This accessory nullifies the Lightning element, but at a cost of reducing the ATB Gauge fill rate – and a Capacity cost of a full 100.
- Though not "rare" monsters per se, Munchkin Maestros and Purple Chocobos (one of the best monster Synergists you can capture) are extremely uncommon opponents. They only appear in the external Echoes of the Past areas, and you may need to defeat (or run away from) a ridiculous number of Munchkins to face them. You may find it less time-consuming if you wait until later in the story and pick up the Monster Collector Fragment Skill beforehand – see page 125.
- Purple Chocobos start each battle by casting status enhancements, and will then perform combination attacks that include a Launch, and can inflict over 2,000 HP in damage. Low-level parties will need to employ Delta Attack to better withstand these. The key to winning these fights is to Stagger your opponent, then time your attacks carefully to "juggle" it after it has been launched by a COM.

TONBERRY

If you are visiting Bresha Ruins (300 AF) early in the main storyline, you should turn and accelerate with alacrity whenever a Distortion appears in the area. The Tonberry enemy that awaits the regrettably curious (or suicidally bold) is a threat to high-level parties, let alone those who have yet to progress more than halfway through the Historia Crux...

RECOMMENDED PARTY

PARTY BUILD	SERAH	NOEL
HP	2,750	3,500
Strength	250	350
Magic	350	275
COM	Bonus Boost II	Lv. 60; Bonus Boost II
RAV	Lv. 60; Bonus Boost II	Bonus Boost II
SEN	-	-
SAB	-	-
SYN	-	Lv. 11
MED	Lv. 30; Bonus Boost II	Lv. 35; Bonus Boost II
ATB Level	5	5
Accessory Capacity	70	70
Special Required	No	No
Weapon	Indrajit	Romulus & Remus
Accessories	Physical resistance	

PARADIGM PACK

MONSTER	ROLE	LV.	NOTES
Dragoon	**COM**	20	Max out this Commando with Power Chips to learn Armor Breaker, which makes it ideal for this fight, as Tonberry halves all physical and magical damage. You will also want to increase its resistance to physical damage; infuse a Level 7 Hoplite for Resist Physical: +15% (this only costs 7 cheap Bolts).
Yakshini	**SYN**	30	You need to reach the second Crystarium expansion to have enough HP to survive this fight.
Bunkerbeast	**SEN**	30	The choice of Sentinel is not critically important, as this role is used only to distract the enemy while healing takes place.

SUGGESTED PARADIGM DECK

NO.	PARADIGM	SERAH	NOEL	MONSTER
1	Relentless Assault	RAV	RAV	Dragoon
2	Recuperation-W	SYN	MED	Yakshini
3	Convalescence-W	MED	MED	Yakshini
4	Discretion	MED	MED	Dragoon
5	Combat Clinic	MED	MED	Bunkerbeast
6	Cerberus	COM	COM	Dragoon

Strategy Overview:

- Tonberry is immune to all ailments and has considerable Chain Resistance. Furthermore, its Stagger Point is very high. You only need to worry about physical attacks, but they get progressively stronger and will inflict Poison on your party. The fourth version of its Knife attack, Rancor Knife, deals 9,999 damage. Needless to say, it will be in your best interests to end the fight before it begins to use this move. Speed is critical, so an ATB Level of 5 and the Indrajit and Romulus & Remus weapons dropped by Immortal are highly recommended if you wish to take on this foe as early as possible.
- Start with a Preemptive Strike and spend one turn in Relentless Assault. Quickly shift to Recuperation-W and cast Protect and Vigilance on whichever ally was targeted first by the Tonberry. After Yakshini has cast Faithga and Bravega, return to Relentless Assault and build the Chain Bonus for two more turns.
- Now shift to Recuperation-W again and cast Protect and Vigilance on the other allies. At this point, depending on your HP, switch to either Relentless Assault or Discretion to continue your attack.
- After this, the general pattern for this fight is as follows: reapply buffs in Convalescence-W, continue to build Chain Bonus in Relentless Assault, and heal in Discretion or Combat Clinic as you see fit (but make absolutely sure to maintain the Chain Gauge).
- Once the Chain Bonus has reached 300-350%, it is time to shift to Cerberus (after buffing) and throw everything you have at your enemy, with the briefest of healing sessions spent in Discretion. With any luck, you will finish it off just before it begins to use Rancor Knife. Use the Dragoon's Orbital Battery Feral Link to expedite the process.

YASCHAS MASSIF (110 AF)

With some interesting enemies and four Fragments that can be collected with relatively little effort, Yaschas Massif (110 AF) is a rewarding port of call if you visit during Episode 3. Its final two Fragments, however, must be left until later in the story.

TREASURE

ICON	CONTENTS
1	'Maleficence' Gate Seal

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Service Manual	Key item for the Waltraute's Flower side quest.
2	Wedding Jewelry	Key item for the Gerhilde's Blossom side quest.
3	Outdoor Watch	Use a Moogle Throw to collect it; key item for the Innocence's Sacred Sphere side quest in Yaschas Massif (010 AF).
4	Terrorists' Mark	Perform a Moogle Hunt to reveal the treasure box. Key item for the Ortlinde's Bloom side quest.

FRAGMENT OVERVIEW

NAME	NOTES
Gerhilde's Blossom	These three side quests must be finished in the order specified here.
Waltraute's Flower	
Ortlinde's Bloom	
Book of Avalon	Complete Ortlinde's Bloom, then enter the Spacetime Distortion that appears.
Ugallu Fragment	Only available once you acquire the Book of Avalon Fragment, and complete all side quests in Yaschas Massif (100 AF).
Control Device Password 1	Unavailable until you begin the Adamantite Ring side quest in Bresha Ruins (100 AF).

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Chunerpeton (COM – 10%)	Vitality Sliver/ Mana Droplet	Relinquishes Vitality Slivers at an appreciable rate.
Green Chocobo (MED – 15%)	Chocobo Plume/ Vitality Orb	Not as hard to find as the Purple Chocobo, though you will still need to invest a little time to encounter one. See "Points of Interest".
Imp (SYN – 10%)	Mana Sliver/ Vitality Sliver	Can augment its attacks with Bravery: use Relentless Assault for a quick fight.
Kanna Kamuy (SAB – 10%)	Power Engine/ Hypnocrown	A rare (and, for the unprepared, rather dangerous) monster. See "Points of Interest".
Mandrake (COM – 15%)	Remedy/ Molted Tail	Absorbs HP with its physical attacks; can inflict Deprotect and Debrave.
Spiranthes (MED – 25%)	Potent Droplet/ -	Notable only for the Item Collector skill when its Crystal is captured.

FRAGMENT: GERHILDE'S BLOSSOM

Interact with the Ruby of Grief (the red orb marked by a speech bubble) in the Paddraean Archaeopolis to begin this side quest. You can find Marie's sister in the previously inaccessible path on the east side of the Pass of Paddra. Perform a Moogle Hunt to reveal her (📷 01), then strike up a conversation. Millie will hand you the Wedding Jewelry item before she disappears. Return to the Ruby of Grief to receive the Gerhilde's Blossom Fragment and 500 CP.

01

FRAGMENT: WALTRAUTE'S FLOWER

Requirements: Complete Gerhilde's Blossom; Gysahl Greens required.

Interact with the Ruby of Grief to the west of the Gate in the Paddraean Archaeopolis area, then head to the command center (where you spoke with Hope and Alyssa in previous visits) to find a treasure box. Perform a Moogle Hunt, then open it to obtain the Service Manual key item.

You need at least two Gysahl Greens to complete this side quest, so purchase them from Chocolina if required as you head to the Pass of Paddra. Mount the Rambunctious Chocobo to the south of the merchant, then use it to reach the platform in the north of the Pass of Paddra (📷 02). Speak to the Technical Engineer, then select "The Manual" when the Live Trigger appears to receive the Technician's Note key item. You can take a quick detour to collect the nearby Terrorists' Mark item (see map) for the next side quest before you head back to the Archaeopolis. Return to the Ruby of Grief to obtain the Waltraute's Flower Fragment and 500 CP.

02

FRAGMENT: ORTLINDE'S BLOOM

Requirements: Complete Gerhilde's Blossom and Waltraute's Flower.

Interact with the Ruby of Grief at the very top of the ramps in the south of the Paddraean Archaeopolis. Your task here is to collect the Terrorists' Mark item from a treasure box in the northwest of the Pass of Paddra – but if you took our advice to collect it earlier, you can simply hand it straight over after accepting the quest. Your reward is the Ortlinde's Bloom Fragment and 500 CP.

FRAGMENT: BOOK OF AVALON

Requirements: Complete Ortlinde's Bloom.

After you finish the Ortlinde's Bloom side quest, a Spacetime Distortion highlighted by a waypoint marker will appear in the southwest clearing in the Pass of Paddra. Interact with it to play a set of four Hands of Time puzzles. As this may be the first time that you have encountered this type of Temporal Rift, turn to page 244 for a variety of tips and tricks that will make this easier to complete. With each clock randomized and timers running throughout, this challenge can be a real baptism by fire. Once the Anomaly has been resolved, you will obtain the Book of Avalon Fragment and 500 CP.

FRAGMENT: UGALLU FRAGMENT

Requirements: Complete Ortlinde's Bloom and obtain the Book of Avalon in the Temporal Rift puzzle, then complete all side quests and the final Temporal Rift in Yaschas Massif (100 AF) to obtain the Book of Shambala.

Once you have met the requirements, a waypoint will appear in the north of the Pass of Paddra, close to Chocolina. Travel here and interact with the Ruby of Grief to begin the quest, then head to the waypoint on the west side of the map to face Ugallu.

It is possible to defeat Ugallu, in what can be an arduous, annoying and technically demanding confrontation, once Serah and Noel reach 1,500 and 2,500 HP respectively. However, we would suggest that you wait until they reach at least 2,100 HP and 3,000 HP each, with a Level 30 (minimum) Bunkerbeast captured from Yaschas Massif (100 AF) before you try. The rewards for defeating Ugallu (2,000 CP for the Fragment itself and a special cinematic once the battle ends) offer no reason to hurry, so we find that it's better to come back here with a high-powered party.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Premeditation	SAB	SYN	SEN	Set this as your default Paradigm before the battle begins. Cast Wound with Serah repeatedly for moderate damage and Chain Gauge maintenance while Noel protects the party with status enhancements.
Protection	MED	SYN	SEN	After its first round of physical attacks, Ugallu will use its Virulent Breath attack. Switch to this Paradigm to heal and use Esuna to remove debuffs while Noel continues to augment the party.
Solidarity	MED	COM	SEN	Alternate this Paradigm with Protection to maintain Ugallu's Chain Gauge during protracted bouts of healing and buffing.
Delta Attack	RAV	COM	SEN	Your primary offensive Paradigm. Use this whenever the battle conditions allow.

- Ugallu employs its Roar ability at the start of the battle to bestow upon itself a wide range of status enhancements, an action that it will repeat at semi-regular intervals. Virulent Breath causes an unpleasant mélange of status ailments, including Poison.

- Your opponent's main attack strategy is to use physical swipes with a moderate area-of-effect radius. Even a fairly powerful party will require a Sentinel present at all times to reduce the damage that these cause. The Fringeward passive ability (possessed by the Bunkerbeast SEN) makes a big difference in reducing collateral damage. This becomes most pressing after the first Stagger, when the rate of Ugallu's physical assaults becomes utterly ferocious.

- Magical, Lightning and Wind damage are all halved for Ugallu, and it has a Chain Resistance of 90. Low to mid-level parties will need to spend a lot of time healing, but it's vital to preserve Chain Gauge progress at all times; be sure to switch between Protection and Solidarity as you heal/buff your party.

- Where possible, take the time to ensure that your party is healthy before you trigger a Stagger: this will maximize the time you can spend in Delta Attack.

FRAGMENT: CONTROL DEVICE PASSWORD 1

Requirements: Start the Adamantite Ring side quest in Bresha Ruins (100 AF), then obtain the Thorne's Information key item from Uma in Yaschas Massif (100 AF).

This Fragment cannot be obtained until you unlock Bresha Ruins (100 AF) late in the main storyline. Once you have satisfied the basic requirements, travel to the dead end on the far east side of the Pass of Paddra. Use a Moogle Hunt to reveal the man there (📷 03); the Live Trigger answer during the conversation that follows is "Thorne". You will then obtain the Control Device Password 1 Fragment and 300 CP. Note that while you can certainly discover this individual prior to starting the side quest, you cannot obtain the Fragment beforehand.

03

POINTS OF INTEREST

- Be sure to open the treasure box in the northwest of the Pass of Paddra with a Moogle Throw (📷 04). This contains the Outdoor Watch, a key item required for the Innocence's Sacred Sphere side quest in Yaschas Massif (010 AF).
- The Kanna Kamuy is a rare monster who appears in a Distortion, much like the Tonberry in Bresha Ruins (300 AF). Unlike its knife-wielding peer, this is an opponent that you can realistically beat at low levels; the fight becomes perfectly manageable once Serah and Noel have in the region of 1,500 and 2,500 HP respectively. However, you will still need to switch to Delta Attack straightaway, with breaks for healing, as its signature Feeding Stoop ability will cause massive damage on a single party member. The Hypnocrown accessory that it has as a rare drop has a tiny 1% chance of finding its way into your post-battle Spoils, so don't try to hunt them specifically for that purpose.
- The key to beating the Green Chocobo is to Stagger it quickly, then take advantage of its susceptibility to Launch to keep it airborne at all times. If you cannot defeat this opponent before the first Stagger ends, it may use its Choco Cure ability to completely refill its HP gauge. You may find that the all-COM Cerberus Paradigm can help low-level parties ensure a single-Stagger finish once the Chain Bonus reaches approximately 600%.

04

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NEW BODHUM (021 AF)
BRESHA RUINS (100 AF)
YASCHAS MASSIF (010 AF)
OERBA (300 AF)
YASCHAS MASSIF (01X AF)
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SUNLETH WATERSCAPE (300 AF)
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THE ARCHYLTE STEPPE (777 AF)
SERENDIPITY (777 AF)
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THE VILE PEAKS (010 AF)
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A DYING WORLD (100 AF)
NEW BODHUM (021 AF)
BRESHA RUINS (100 AF)
ACADEMIA (501 AF)
VALHALLA (777 AF)

ACADEMIA (400 AF)

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E
S
The towering monster standing here is Geiseric: an optional opponent that will probably be too powerful for most parties on their first visit. See page 137 for details.
CENTRAL BRIDGE
NEW TOWN
GRAND AVENUE - PALACE OF DREAMS
GRAND AVENUE
CENTRAL BRIDGE
ALLEY
GRAND AVENUE - SOUTHERN BLOCK
GRAND AVENUE - SQUARE
The Gate on the lower level of the New Town area leads to Yaschas Massif (100 AF), and must be activated with a Wild Artefact.
The Alley is an oppressive warren of Ghoul-inflicted woe unless you take the most direct route to reach the Grand Avenue area. These are not difficult opponents, but the sheer number of encounters can be oppressive if you lose your way.

Your journey through this Cie'th-infested city will see your party assailed by relentless waves of opponents. Some may find this a trial, and aim to complete the core story objectives quickly... but those seeking certain rewards will find that there are profits to be had from an extended stay (and, indeed, return visits at a later date).

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of Academia	Interact with the console on arrival in the Alley area.
2	Graviton Core Delta	Requires the Moogle Hunt ability. Key item for the Graviton Core quest.
3	Tower Artefact	Defeat Zenobia; used to activate the Gate in the north of New Town and unlock Augusta Tower (200 AF).

FRAGMENT OVERVIEW

NAME	NOTES
Zenobia Fragment	Obtained through story progression.
Graviton Core Delta	See the corresponding entry.
Academic Rank: Paradox Professor	This huge side quest has a total of eleven Fragments for dedicated explorers to obtain. See overleaf for details.

TREASURE

ICON	CONTENTS
1	Casino Ticket (x3)
2	'Farewells' Gate Seal
3	Power Orb (x8)
4	Guardian Amulet
5	Watchman's Amulet
6	Mark of the I'Cie
7	Elixir*
8	Auric Amulet
9	Kaiser Knuckles
10	Power Engine (x8)
11	Phoenix Down
12	1,050 gil
13	Phoenix Blood
14	2,000 gil

* This special treasure sphere requires the Advanced Moogle Hunt, which becomes available in New Bochum (700 AF).

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Cocytus (untameable)	Tear of Remorse/ Tear of Woe	Has very high HP; only encountered in two battles prior to Zenobia. Use the Matador Paradigm to inflict Deprotect and Deshell for a faster battle.
Fencer (RAV – 5%)	Potent Engine/ Analog Circuit	Very low-level parties may require a Sentinel. You can encounter two as "fixed" opponents in front of security barriers in the Alley area, and a third in New Town.
Ghoul (untameable)	Tear of Remorse/ Potent Orb	An extremely weak enemy (with the lowest Crystogen Point rewards in the entire game), but an interesting monster to farm – see "Points of Interest".
Geiseric (untameable)	Tear of Remorse/ Gold Bangle	A unique Cie'th in this area that will be too powerful for most parties on their first visit. See overleaf.
Koboldroid Yin (RAV – 25%)	Potent Chip/ Iron Shell	An unthreatening enemy; only encountered as a "fixed" opponent in front of security barriers in the Alley area.
Nelapsi (untameable)	Tear of Remorse/ Tear of Woe	Evade physical attacks. Deal with these first when they accompany Taxim.
Taxim (untameable)	Tear of Remorse/ Begrimed Claw	Their Wound attacks may trouble low-level parties, but they actually fall very quickly if you use Relentless Assault.

SUMMARY: STORY OBJECTIVES

- Travel to the Alley area, then defeat the security robots to create a path to reach the Grand Avenue.
- Fight your way through the streets to reach New Town on the west side of the map, then reach the waypoint to trigger a sequence of battles culminating in a fight with Zenobia.
- Use the Tower Artefact to activate the Gate in the north of New Town, then travel to either Augusta Tower (200 AF) (if you have already collected the required Access Key 50 item) or Augusta Tower (300 AF) (if you have not).
- See page 50 for a full walkthrough.

POINTS OF INTEREST

- The 'Farewells' Gate Seal found in the treasure box close to Chocolina in the Alley area can be used to close the Sunleth Waterscape (300 AF) Gate at the Historia Crux.
- Relentless Assault-W will enable you to obtain much faster battle times in all encounters with Ghouls, Taxim, and Nelapsi.
- The Ghouls that appear in the north of the Central Bridge zone and Alley area have Potent Orbs as their rare drop, a Grade 3 Monster Material. As their spawn rate is phenomenally fast, and they are the only "random" opponents in these locales, this makes Academia the optimal place to grind for these extremely useful items. Since the base rare drop chance is only 5%, we strongly suggest that you have a monster with the Item Collector passive ability in your party – the Spiranthes (a common monster in the 010 AF, 01X AF and 110 AF versions of Yaschas Massif) will suffice. Note that all Ghouls are replaced by Taxim and Nelapsi once you reach the New Town area. If you would like to return to pick up more Potent Orbs at a later date, you will need to close the Academia 400 AF Gate at the Historia Crux.
- There are three Fencers in Academia (400 AF), and they only appear in fixed positions – two in the Alley, and one in New Town. This monster is a useful Ravager, but has a tiny 5% base capture rate. We suggest that you wait until you have the Monster Collector Fragment Skill before you attempt to capture one, then close the Gate to confront the pair in the Alley area until you obtain the desired result.
- The treasure spheres in the Alley and New Town areas contain nothing of pivotal importance, so we suggest that you leave those not directly in your path until a later date: a story development will make them much easier to collect.
- You can negotiate ramps that are moving in the "wrong" direction by jumping repeatedly if there is no control panel nearby.

ACADEMIC RANK: PARADOX PROFESSOR

Speak to Miss Horizon (📷 01) in the Alley area close to Chocolina to begin the huge Academic Rank: Paradox Professor side quest. This challenges you to fully explore ten different maps, which in many instances entails visiting at least two different Historia Crux locations. This quest cannot be completed until the final episode of the main storyline.

01

- You can check your progress for each map without visiting the location itself. Open the Inventory menu, then select Key Items. When you highlight each map, the current exploration percentage is displayed at the top of the screen.
- Obtaining the final Academic Rank: Paradox Professor Fragment unlocks the Battlemania Fragment Skill in Serendipity, which increases the spawn rate for certain rare and powerful monsters – see page 125 for details.

PARADOX PROFESSOR: FRAGMENTS & TIPS

FRAGMENT/AREA	CP BONUS	NOTES
Travel Guide: Sunleth Waterscape	200	You can achieve 100% exploration here after defeating the Mutantomato enemy in 300 AF.
Travel Guide: Yaschas Massif	200	Yaschas Massif can be completely charted by visiting the 100 AF and 110 AF versions, which lack the barriers present at earlier points in time.
Travel Guide: Archylte Steppe	200	You can fully explore this map (including the initially inaccessible Clearwater Marshes) after you discover and activate five special Waystones. See page 105 for details.
Travel Guide: Augusta Tower	400	This requires that you fully explore the 200 AF and 300 AF versions of Augusta Tower (see page 144 and 100 for maps and further advice). 100% completion is possible once you finish all main story activities in Augusta Tower (200 AF) and obtain Access Key 13.
Travel Guide: Oerba	200	Unlock and visit the 400 AF version to gain access to the full extent of the Ashensand; all other portions of the map can be visited in any time frame.
Travel Guide: Vile Peaks	500	Full map exploration is only possible in the 10 AF destination; 200 AF has a truncated map.
Travel Guide: New Bodhum	100	Though you can achieve 100% exploration in the 003 AF map on your first visit during the main story, you also need to fully explore New Bodhum (700 AF) – unlocked towards the end of the storyline – to obtain this Fragment. If your exploration percentage is stuck in the high 90s, check the front porch of the NORA House and the Town Square pier – there are small areas that are easy to miss.
Travel Guide: A Dying World	600	You can reach every position on this map once you return here via the Historia Crux after your mandatory main storyline visit.
Travel Guide: Bresha Ruins	150	To gain full exploration on this map, you must fully explore the southwest tunnels exclusive to 005 AF, the small area to the north (close to Lamentable Rest) with a Gate only available in 300 AF and, finally, a small area in the southeast of Echoes of the Past that is only accessible in 100 AF. If you are still not quite at 100%, check the raised walkway in the Excavation Site area in 005 AF, and the dead end just inside the first entrance to the western tunnel.
Travel Guide: Academia	400	You must achieve a 100% exploration rating for the 4XX AF and 500 AF versions of Academia to obtain this Fragment. See page 188 for assistance with the latter area.
Academic Rank: Paradox Professor	1,500	Awarded once you deliver completed data for all 10 maps.

FRAGMENT: GRAVITON CORE DELTA

Once you have defeated Zenobia, this Fragment can be found at the bottom of the ramp just north of Chocolina in New Town. Jump repeatedly to make your way down to the doorway, then tap L1/LB briefly to teleport Mog into position for the necessary Moogle Hunt (see page 57). As with all Graviton Cores, you will obtain a 500 CP bonus for collecting it.

GEISERIC

This giant Cie'th is located in a dead end on the east side of New Town (📷 02), which you will pass shortly after reaching the area once you cross the Central Bridge. You can conceivably beat this powerful sub-boss once Serah and Noel reach 1,500 HP and 2,500 HP, though this will be a tough fight that necessitates defensive Paradigms (Matador being particularly effective), and may last up to ten minutes. It's better to wait until your party is more powerful, then return for an encounter defined by its relative brevity. At the end of the battle, you will be rewarded with 1,000 Crystogen Points and 5,000 gil. Geiseric has the Gold Bangle accessory as its rare drop, but its paltry 5% base drop rate (and the effort involved in fighting this opponent repeatedly) means that waiting until you obtain the Battlemania Fragment Skill and hunting the Deathgaze monster in Yaschas Massif (100 AF) is a better way of obtaining them.

02

Strategy Overview:

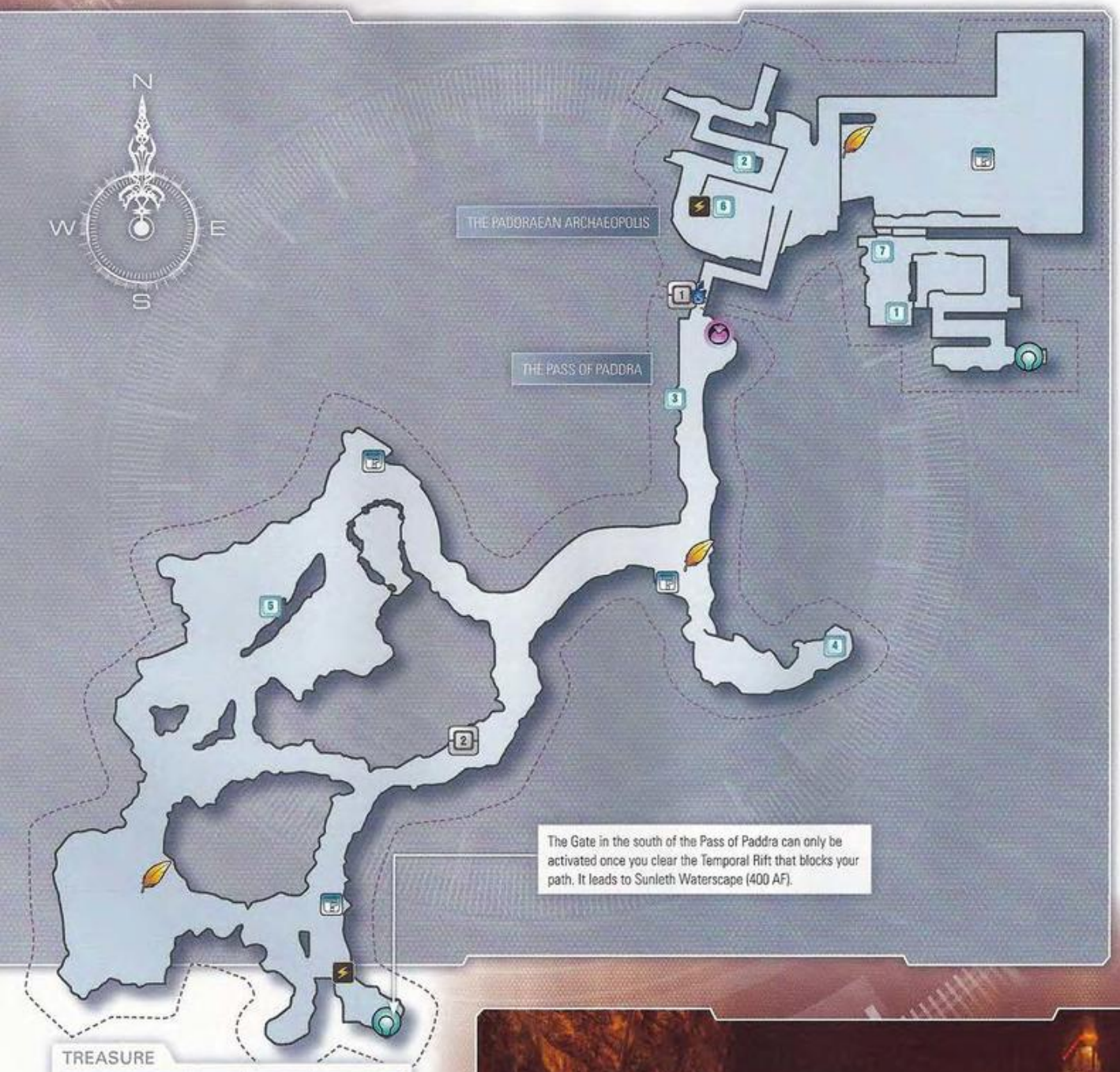
- Here we recommend a very specific Paradigm Pack. Shaguma is a good Early Peaker with the important (and rare) Mind Piercer ability. Cloudburst will be needed for the extremely useful Friendly Fire Feral Link, so make sure it is fully charged before heading into battle. Bunkerbeast should be developed to Level 20 to have sufficient HP to survive Geiseric's attacks.
- Serah and Noel should both have at least 2,500 HP and be equipped with Black Belts. While casting Protect on the party may help, it is better to finish this fight before Geiseric's Fist appears: speed is of the essence.
- Control Serah and start off in Devastation to inflict Deshell. Paradigm Shift to Cerberus and spend one turn casting Ruin. Quickly shift to Tortoise and queue a Steelguard in anticipation of Percussive Blow.
- After healing in Discretion, return to Cerberus and continue to cast Ruin. At this point, it will help to queue a full turn of Ruins manually. When Geiseric acts again, you can shift directly to Discretion, as this second attack is less damaging. Heal up and prepare to go on the offensive.
- Shift to Tri-disaster and Stagger him. Use Ultima Arrow; once the animation starts, invoke Friendly Fire as well. When you regain control, switch to Cerberus and repeat your manual Ruin queue, leaving the Launching to Noel. Now use whatever means necessary (partial queues, ATB Refresh) to keep Geiseric in the air for as long as possible. It should go down within about four turns, depending on your stats.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Devastation	SAB	COM	Shaguma	Use your first turn to inflict Deshell on Geiseric.
Cerberus	COM	COM	Shaguma	You will need to increase Chain Duration in order to maximize your Stagger time. After Staggering, use partial queues and the ATB Refresh technique to keep Geiseric airborne for as long as possible, as it can only be Launched once.
Cerberus	COM	COM	Shaguma	
Tortoise	SEN	SEN	Bunkerbeast	Negate the effects of Percussive Blow with this Paradigm.
Discretion	MED	MED	Shaguma	Follow up each of Geiseric's attacks with healing while Shaguma maintains the Chain Gauge.
Tri-disaster	RAV	RAV	Cloudburst	After Geiseric's second attack, Stagger and then immediately use Ultima Arrow, followed by Friendly Fire.

YASCHAS MASSIF (100 AF)

With seven Fragments that can be collected in a lucrative and fairly undemanding visit, this optional destination can offer the perfect change of pace after your journey through Academia (400 AF). It is also the home of the Bunkerbeast: a formidable monster Sentinel.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THE PADORAEAN ARCHAEOPOLIS
THE PASS OF PADDRA
The Gate in the south of the Pass of Paddra can only be activated once you clear the Temporal Rift that blocks your path. It leads to Sunleth Waterscape (400 AF).

TREASURE

ICON	CONTENTS
1	'Reminiscence' Gate Seal
2	Blessed Blade

FRAGMENT OVERVIEW

NAME	NOTES
Graviton Core Epsilon	See the corresponding entries.
Book of Valhalla	
Helmwige's Nightshade	
Siegrune's Spiritbloom	
Schwertleite's Flower	
Rossweisse Skyblossom	
Book of Shambala	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Bulb of Hope	Key item for the Siegrune's Spiritbloom side quest; can be collected beforehand.
2	Sealed Tablet	Key item for the Rossweisse Skyblossom side quest; can be collected beforehand.
3	Comm Device	Key item for the Schwertleite's Flower side quest; can be collected beforehand.
4	Picture Frame	Key item for the Helmwige's Nightshade side quest.
5	Graviton Core Epsilon	Requires the Moogle Hunt ability. Key item for the Graviton Core quest.
6	Wild Artefact	Awarded automatically when you complete the Book of Shambala Temporal Rift.
7	Thorne's Information	Obtained by speaking to Uma at the command center after starting the Adamantite Ring side quest in Bresha Ruins (100 AF).

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Ahriman (SAB – 10%)	Potent Sliver/ Vitality Droplet	A standard pint-sized Spook with slightly more powerful spells than its kin in areas visited before this point.
Bunkerbeast (SEN – 30%/50%)	Vitality Sliver/ Vitality Orb	Aim for a quick Stagger to remove its extremely high resistance to damage. Low-level parties should begin with Delta Attack, then switch to Relentless Assault once the Stagger begins: this monster can be Launched.
Clematis (SAB – 10%)	Mana Sliver/ Rhodochrosite	Can inflict status ailments with its Serial Killer attack.
Crawler (COM – 10%)	Potent Sliver/ Power Sliver	These may be a problem for low-level parties: they tend to focus their attacks on a single target when encountered in large groups.
Deathgaze (SAB – 10%)	Power Sliver/ Gold Bangle	Rare monster; see "Deathgaze" for more information.
Green Chocobo (MED – 15%)	Chocobo Plume/ Vitality Orb	Not particularly common, though they are fairly easy to defeat when you meet them. See "Points of Interest" on page 133 for notes on this opponent.
Pitterpatter (SAB – 10%)	Power Sliver/ Power Orb	Can inflict debuffs and has relatively high HP, but of no real danger.

DEATHGAZE

This rare monster appears in a Distortion, and is usually encountered only after you have completed all side quest objectives in the area. As with Kanna Kamuy, you can actually defeat it with a fairly weak party. As Deathgaze is susceptible to status ailments, it's actually one of the easiest of the rare monsters to beat.

Once you acquire the Battlemania Fragment Skill (which increases the spawn rate of more challenging "generic" monsters such as Deathgaze and Tonberry), you can farm this enemy type to acquire its rare drop, the hard-to-find Gold Bangle.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Matador	SAB	RAV	SEN	With Serah's Saboteur role adequately developed, you should have little trouble inflicting Deprotect, Deshell, Poison and Imperil. Use the ATB Refresh trick to speed things up.
Matador	SAB	RAV	SEN	
Mystic Tower	RAV	RAV	SEN	Use this Paradigm to engineer a quick Stagger if your party isn't strong enough to survive Deathgaze's attacks without a Sentinel present.
Cerberus	COM	COM	COM	As with Kanna Kamuy, you can go on the offensive once you build up a sufficiently high Chain Bonus after a Stagger.

FRAGMENT: HELMWIGE'S NIGHTSHADE

Completing this side quest unlocks three others in the region, so be sure to start it straightaway. Interact with the Ruby of Grief in the center of the main Paddraean Archaeopolis area to begin. Travel to the dead end in the east of the Pass of Paddra, perform a Moogle Hunt to reveal the treasure box (📷 01), then open it to collect the Picture Frame. Return to the Paddraean Archaeopolis and claim your reward: the Helmwige's Nightshade Fragment and 500 CP. You can collect key items required for the side quests that follow as you travel to the Pass of Paddra to begin the Siegrune's Spiritbloom side quest.

01

FRAGMENT: SIEGRUNE'S SPIRITBLOOM

Requirements: Complete Helmwige's Nightshade.

Interact with the Ruby of Grief in the northeast of the Pass of Paddra, close to a Chocobo (📷 02). Deliver the Bulb of Hope item (found in the "out of phase" treasure box in the command center in the Paddraean Archaeopolis) to obtain the Siegrune's Spiritbloom Fragment and 500 CP.

02

FRAGMENT: SCHWERTLEITE'S FLOWER

Requirements: Complete Helmwige's Nightshade.

This Ruby of Grief is found in the southeast of the Pass of Paddra, just north from the Gate. Deliver the Comm Device – found in an "out of phase" treasure box above rubble just south of Chocolina in the northeast of the Pass of Paddra (📷 03) – to obtain the Schwertleite's Flower Fragment and 300 CP.

03

FRAGMENT: BOOK OF VALHALLA

A Temporal Rift blocks your path to the gate in the south of the Pass of Paddra. Though it is available from the point when you first arrive, we suggest that you enter it and solve the Hands of Time puzzles (see page 247) once you complete the nearby Schwertleite's Flower side quest to minimize travel time. After you resolve the Anomaly, you will obtain the Book of Valhalla Fragment and 500 CP.

FRAGMENT: GRAVITON CORE EPSILON

This Fragment can be found in the northwest of the Pass of Paddra. Perform a Moogle Hunt to reveal it; there is a 500 CP bonus when you pick it up.

FRAGMENT: ROSSWEISSE SKYBLOSSOM

Requirements: Complete Helmwige's Nightshade, Siegrune's Spiritbloom and Schwertleite's Flower.

Interact with the Ruby of Grief in the northwest of the Pass of Paddra, then deliver the Sealed Tablet item; this can be found in the treasure box beneath the ramps that lead up to the giant head in the Paddraean Archaeopolis (04). Return it to the orb to obtain the Rossweisse Skyblossom Fragment and 500 CP. Completing this quest leads to the appearance of a waypoint in the Archaeopolis, where a Temporal Rift awaits.

04

FRAGMENT: BOOK OF SHAMBALA

Requirements: Complete Rossweisse Skyblossom.

Enter the Temporal Rift at the waypoint marker to solve the Hands of Time puzzles (05). Once completed, you will obtain the Book of Shambala Fragment, 500 CP and a Wild Artefact. If you previously collected the Book of Valhalla Fragment, this will unlock a new side quest in Yaschas Massif (110 AF).

05

06

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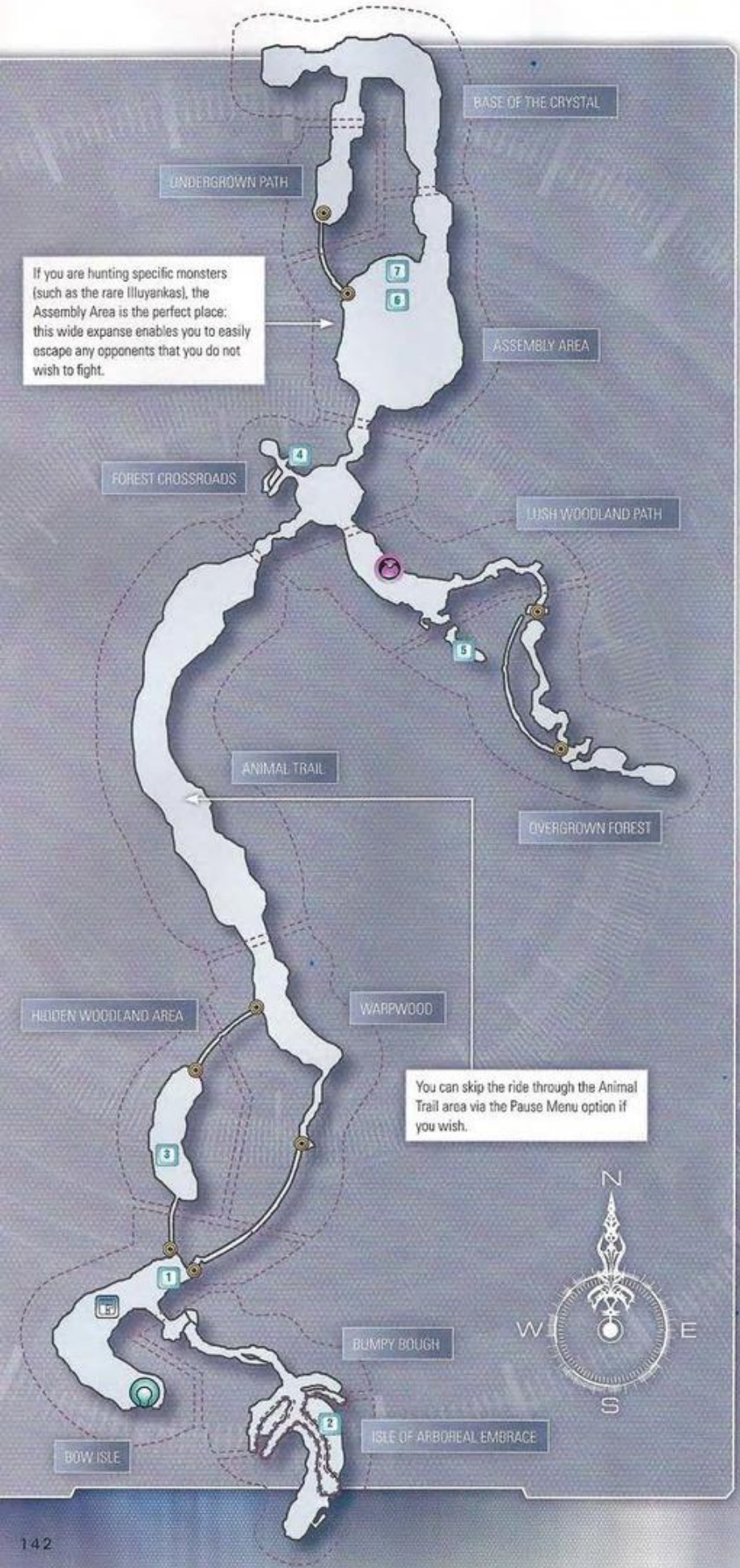
POINTS OF INTEREST

- Though you can complete all local objectives in Yaschas Massif (100 AF) during your first visit, you will need to return here for the Adamantite Ring side quest that begins in Bresha Ruins (100 AF). Speak to Uma in front of the operations center (where Hope and Alyssa were found almost a century ago) to obtain the Thorne's Information key item.
- The Bunkerbeast can be a superb Sentinel once captured (06). Rather unusually, your chances of acquiring this monster (and its two loot drops) are increased if you defeat it while it is Staggered. It requires Grade 2 Monster Materials for its first level, and will grow to a respectable 4,200 HP by the end of its second Crystarium tier. Though it's a little resource-hungry in its third tier, it can eventually grow to have a maximum HP in excess of 11,000 – quite a phenomenal total. However, it's worth noting that another noteworthy monster SEN (the Silver Chocobo) is made available once you reach Academia (4XX AF) in the not-too-distant future. If you are loath to grind for resources and wish to pick a single SEN to invest in, see page 220 for further advice.
- The larger groups of Crawlers drop notable sums of Potent Slivers.
- Be sure to open the treasure box on the west side of the Pass of Paddra to obtain the Blessed Blade – a weapon for Noel. This offers a passive ability that provides a significant 35% boost to his Magic stat – though at the expense of the traditional Magic and Strength increases.

SUNLETH WATERSCAPE (400 AF)


BASE OF THE CRYSTAL
UNDERGROWN PATH
If you are hunting specific monsters (such as the rare Illuyankas), the Assembly Area is the perfect place: this wide expanse enables you to easily escape any opponents that you do not wish to fight.
ASSEMBLY AREA
FOREST CROSSROADS
LUSH WOODLAND PATH
ANIMAL TRAIL
OVERGROWN FOREST
HIDDEN WOODLAND AREA
WARPWOOD
You can skip the ride through the Animal Trail area via the Pause Menu option if you wish.
BUMPY BOUGH
ISLE OF ARBOREAL EMBRACE
BOW ISLE
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If you were exactingly thorough during your visit to Sunleth Waterscape (300 AF), you may be disappointed to find no new treasure spheres or boxes to open in 400 AF. The good news is that this area offers seven easy-to-find Fragments in quick succession.

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Lapis Lazuli	These are all part of the Monster Finder side quest.
2	Cosmo Aura	
3	Heliodor Ore	
4	Carnelian	
5	Celestine Fragment	
6	Miniflan Fragment	Obtained in the Assembly Area.
7	Graviton Core Eta	Requires the Moogle Hunt ability. Key item for the Graviton Core quest.

FRAGMENT OVERVIEW

NAME	UNLOCK CONDITION
Lapis Lazuli	Obtained during the Monster Finder side quest.
Cosmo Aura	
Heliodor Ore	
Carnelian	
Celestine Fragment	
Miniflan Fragment	Complete the Monster Finder side quest, then defeat the unruly Miniflan.
Graviton Core Eta	Found in the Assembly Area.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Fachan (SYN – 25%)	Mana Sliver/Scaled Wing	Appears with Unsaganashi; use Relentless Assault-W for short battle times.
Flandit (SEN – 10%)	Potent Sliver/Power Sliver	Flandits fall quickly and are a reliable source of Potent Slivers.
Illuyankas (SAB – 10%)	Cobaltite/Martyr's Emblem	This rare monster is dangerous for weaker parties, who should employ Delta Attack and Matador – Illuyankas is susceptible to Provoke and a handful of status ailments. Stronger groups can bludgeon their way through the encounter with Smart Bomb and Relentless Assault.
Miniflan (COM – 33%)	Potent Droplet/Vitality Sliver	This (elsewhere generic) opponent only appears in the Miniflan Fragment side quest; his colorful friends share the same general attributes, but cannot be tamed.
Seeping Brie (COM – 10%)	Vitality Sliver/Potent Orb	They pack a punch that low-level parties will feel, but are easily Staggered and Launched. A good source of Vitality Slivers: they have a 20% base chance to drop three per kill.
Unsaganashi (SAB – 25%)	Mana Sliver/Scaled Wing	Appears with Fachan; use Relentless Assault-W for short battle times.

SIDE QUEST: MONSTER FINDER

On arrival in the Bow Isle area, approach the colorful Flan to the north to begin this unusual side quest. You must use the Moogle Hunt ability to find five Miniflan that have been phased out of time. Each successful discovery leads to the award of a Fragment and 800 CP. Once you have found all five, the Miniflan Fragment side quest will begin.

- **Lapis Lazuli Fragment:** The first Flan is in the north of Bow Isle, a stone's throw from where the quest begins.
- **Cosmo Aura Fragment:** This Flan can be found in the Isle of Arboreal Embrace in the southeast of the map.
- **Heliodor Ore Fragment:** You can locate this gelatinous juvenile in the Hidden Woodland Area.
- **Carnelian Fragment:** In the Forest Crossroads area, scan the blue-tinged branches in the northwest.
- **Celestine Fragment:** In the Overgrown Forest area, head to the branches in the dead end just southeast of Chocolina to find the final Flan.

FRAGMENT: MINIFLAN FRAGMENT

After you collect all five Fragments in the Monster Finder side quest, travel to the waypoint that appears in the Assembly Area to fight a group of colorful Miniflan. Note that the blue, yellow, pink and black varieties cannot be tamed, and do not drop items: they are unique to this battle.

Even with a low-level party, this confrontation is a formality and will end in a flash. You will obtain a collection of Essences in the Spoils (a Grade 4 Monster Material), the Miniflan Fragment, 2,500 CP and the 'Thunderstruck' Gate Seal (which enables you to lock the Gate for this location).

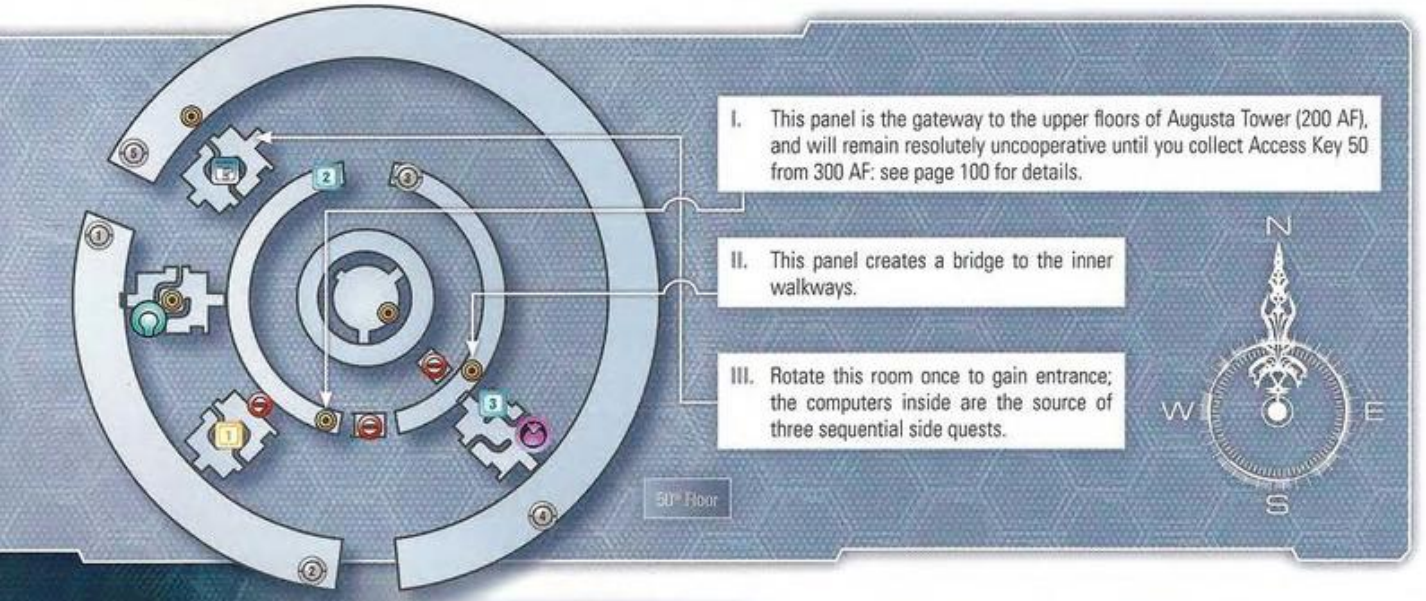
FRAGMENT: GRAVITON CORE ETA

After picking up the Miniflan Fragment, return to the Assembly Area and perform a Moogle Hunt on the raised mound (📷 01). You can then collect Graviton Core Eta and 500 CP.

01

AUGUSTA TOWER (200 AF)

With a more varied and demanding selection of opponents to face as you solve its puzzles, the upper reaches of Augusta Tower present a more stern test of your party's progress in 200 AF than its lower floors in 300 AF. Once again, our annotated maps offer an easy-to-follow route to reach all collectibles and 100% exploration.

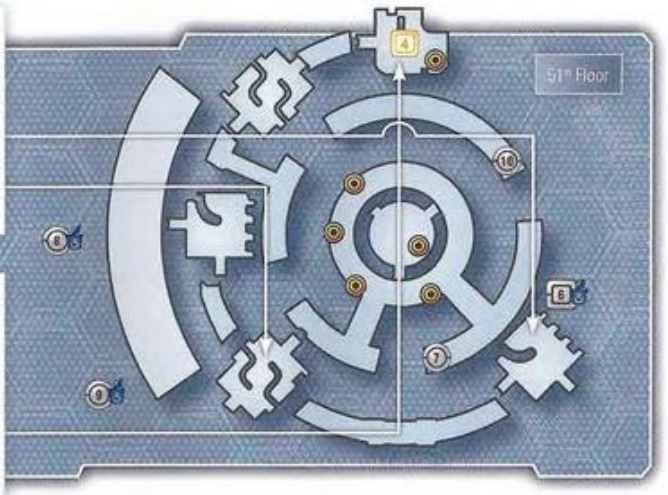


I. This panel is the gateway to the upper floors of Augusta Tower (200 AF), and will remain resolutely uncooperative until you collect Access Key 50 from 300 AF: see page 100 for details.

II. This panel creates a bridge to the inner walkways.

III. Rotate this room once to gain entrance; the computers inside are the source of three sequential side quests.

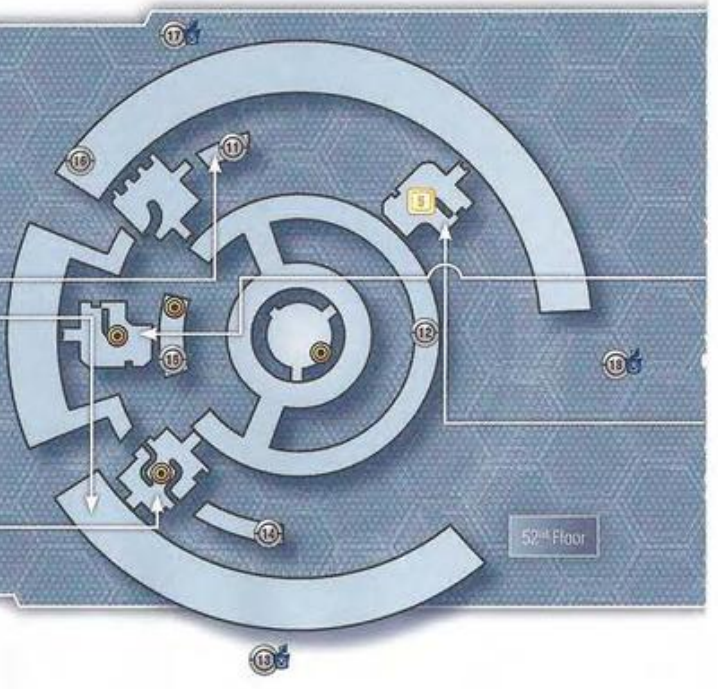
IV. Rotate these rooms once to create a path to the outer walkway on the west of the map. You can then explore that area and pick up collectibles before returning to the panels in the center area to rotate the west room three times.



V. You have to interact with the computer in this room to obtain Access Key 52 during your first visit. Before you head back to the elevator, though, use the panel to rotate the room three times to access the walkway to the south. Once you have charted the area (and opened the treasure sphere), return to the room and rotate it once.

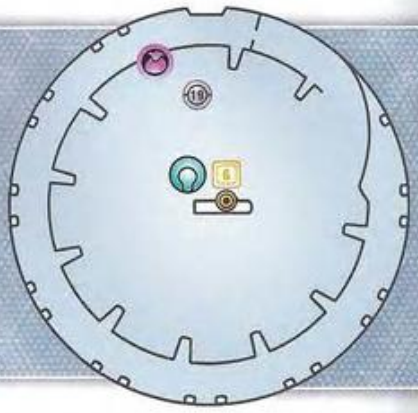
VI. On first arrival on this floor, with the rooms in the default positions, explore the areas (and pick up collectibles) highlighted here before you interact with any panels.

VII. Rotate this room once. Don't forget to walk onto the small platform to the east and open the treasure sphere there before you continue.



TREASURE

ICON	CONTENTS
1	Remedy (x2)
2	1,500 gil
3	Train Conductor Beret
4	Twist Headband
5	Librascope
6	'Silence' Gate Seal
7	Bloodguard
8	Phoenix Down
9	Sniper's Eye
10	Platinum Casino Ticket
11	1,450 gil
12	Vitality Orb (x8)
13	Platinum Casino Ticket
14	Magistral Crest
15	Mana Engine (x8)
16	Vitality Engine (x8)
17	2,000 gil
18	Phoenix Blood
19	Potion (x3)
20	Gold Casino Ticket



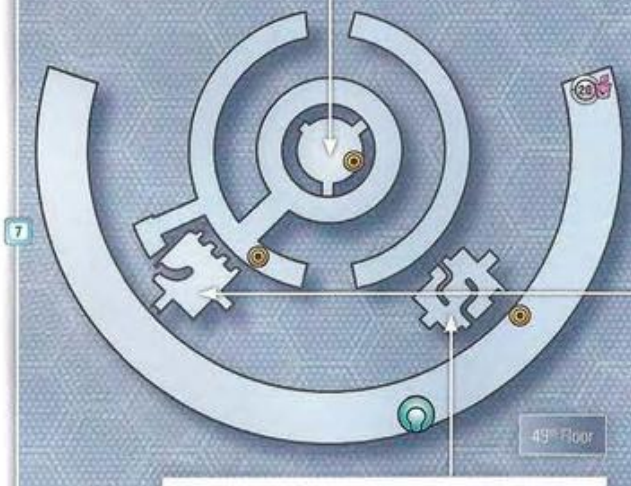
FRAGMENT OVERVIEW

NAME	NOTES
Idea Circuit	See entry; can be obtained on arrival on the 50th Floor.
Proto fal'Cie Adam	Complete all main story objectives in the area.
Enigma Codex	See entries; can be obtained once you complete story objectives and gain access to the 49th Floor.
Difference Engine	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of Augusta Tower	Obtained automatically after you interact with the computers in the second room. Reveals the full map for all floor areas in the 200 AF and 300 AF versions of Augusta Tower.
2	Wild Artefact	Found on the western inner walkway on the 50th Floor.
3	Paradox Agent Type A	Found in a treasure box in the room where Chocolina has set up shop on the 50th Floor.
4	Access Key 52	Found on the 51st Floor. Used to activate the central elevator.
5	Top Floor Access Key	Found on the 52nd Floor; used to activate the central elevator.
6	Artefact of Rebirth	Obtained during core story events; used to activate the Gate and unlock Academia (4XX AF).
7	Paradox Agent Type B	Found in a treasure box on the west side of the 49th Floor: see Enigma Codex for details.
8	Paradox Agent Type C	Found on the 49th Floor: see Difference Engine for details.

X. The 49th Floor (and, indeed, all floors between 49 and the Top Floor) can be accessed via the central elevator once you reach the Top Floor.



XI. Rotate this room once to create a path to the outer walkway.

XII. Rotate this room once to reach the inner walkway on the east side.

VIII. Rotate this room twice to reach the small walkway to the east, then use the panel there to rotate the room to the north twice. Head back into the room you were in previously and use the panel inside twice to return to the outer walkway.

IX. Examine the computer in this room to obtain the Top Floor Access Key. To return to the central elevator, return to the first room you rotated on this floor and rotate it once.

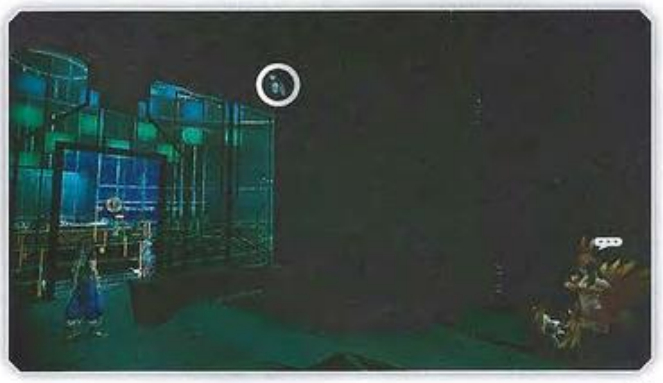
INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Dragoon (COM – 10%)	Potent Chip/ Analog Circuit	Only appears on the 52nd Floor. This opponent falls quickly under a concerted assault, but can inflict high levels of damage to low-level parties. Make it a priority.
Flanitor (MED – 15%)	Potent Engine/ Transparent Ooze	Its propensity for healing allies can be annoying. Second in order of priority after the dangerous Dragoon.
Greater Behemoth (RAV – 3%)	Potent Orb/ Monstrous Fang	Appears once in a mandatory battle during the ride to the Top Floor; can spawn in all areas once you acquire the Artefact of Rebirth, but is most common on the 49th Floor.
Luminous Puma (SYN – 20%)	Potent Sliver/ Iron Shell	An inconsequential opponent – you'll rarely notice their presence.
Orion (COM – 10%)	Potent Chip/ Analog Circuit	More resilient than other opponents in this area, the Orion effectively acts as a tank. Leave it until last in each encounter.
Thermadon (COM – 7%)	-/-	Most common on the 49th Floor. Its Photon Burst attack is powerful, but the creature falls quickly once Staggered.
Vespid Soldier (COM – 15%)	Mana Engine/ Abominable Wing	See "Points of Interest".
Zwerg Metrodroid (RAV – 20%)	Vitality Engine/ Iron Shell	These are naught but colorful cannon fodder.

SUMMARY: STORY OBJECTIVES

- Use Access Key 50, obtained in Augusta Tower (300 AF) to reach the central elevator.
- Obtain Access Key 51, Access Key 52 and the Top Floor Access Key in turn to reach the upper level of the tower.
- Defeat Proto fal'Cie Adam, then use the Artefact of Rebirth to activate the Gate and visit Academia (4XX AF).
- See page 54 for further advice on story objectives.

FRAGMENT: IDEA CIRCUIT



01

After speaking with Alyssa for the first time on the 50th Floor, head into the room in the southeast where Choccolina is located and open the well-hidden treasure box with a Moogle Throw to obtain Paradox Agent Type A (📷 01). Now travel to the room in the northwest and interact with the computer terminal. This starts the Idea Circuit side quest. You can complete this immediately by interacting a second time to deliver Paradox Agent Type A, which leads to a reward of the Idea Circuit Fragment and 400 CP.

Interact with another computer in the room to begin the Enigma Codex side quest. You cannot complete this until you pick up the Artefact of Rebirth after finishing all story objectives in the area.

FRAGMENT: ENIGMA CODEX

02

Requirements: Complete the Idea Circuit side quest; gain access to the 49th Floor on completion of core story tasks in this era.

Collect Paradox Agent Type B (📷 02) from the treasure box floating in the air beyond the west walkway on the 49th Floor (and, to cut down travel time, pick up Paradox Agent Type C from the same floor level – see Difference Engine) – then return it to the computer on the 50th Floor to obtain the Enigma Codex Fragment and 400 CP.

FRAGMENT: DIFFERENCE ENGINE

Requirements: Complete the Enigma Codex side quest.

This may well be the most devilishly well-hidden object in Final Fantasy XIII-2. Once you complete all story objectives and gain access to the 49th Floor, head to the walkway pictured here and perform a Moogle Throw to open the treasure box far below (📷 03). Once you have Paradox Agent Type C, return it to the computer terminal on the 50th Floor to obtain the Difference Engine Fragment, 400 CP and Access Key 13. The latter item enables you to reach the 13th Floor in Augusta Tower (300 AF) and achieve full 100% exploration for the Augusta Tower area.

03

PARADOX ENDING: TEST SUBJECTS

Requirements: Complete the main storyline.

Activate the Paradox Scope, close the Augusta Tower (200 AF) Gate at the Historia Crux, then make your way to the Top Floor to fight Proto fal'Cie Adam (see page 55). This "ultimate" version of the fal'Cie has much higher stats (including 551,200 HP), though this shouldn't be too much of a problem for a well-developed party. As before, the key to winning the fight is to destroy the Manipulators quickly. On completion of the encounter, a new destination appears on the Historia Crux. Select it to view the Paradox Ending cinematic; once it ends, you will obtain the Transcript: Test Subjects Fragment and 10,000 CP.

POINTS OF INTEREST

- The 'Silence' Gate Seal can be found in a treasure box floating in the air beside the southeast room on the 51st Floor (04), and is used to lock the gate in Augusta Tower (300 AF).
- The 52nd Floor is home to a more challenging range of opponents: you'll regularly encounter two Orions at once, or multiple Dragoons. Consider this an acid test of your party's suitability for further main story progress. If you struggle here, we would suggest that backtracking to earlier areas to collect Fragments might be an extremely wise move.
- In the second mandatory confrontation during your first playthrough (and, indeed, repeat battles without the Paradox Scope enabled), Proto fal'Cie Adam and his Left Manipulator and Right Manipulator all have a 50% chance of dropping a Gold Nugget. This valuable component has no practical application (there are no weapon upgrades that require it), so you can sell it for a healthy profit. Be sure to activate the Haggler Fragment Skill beforehand!
- The Dragoon and Orion monsters are both excellent (and remarkably cheap) Early Peaker Commandos once captured, so it's worth taking the time to acquire both before you move on. They are also noteworthy for having the Analog Circuit component as their rare drop. The only other opponent to yield this item is the Fencer – and you can only fight a maximum of three of those in each Academia (400 AF) playthrough.
- The Vespid Soldier is an unremarkable grunt, but its rare drop is your only source of the Abominable Wing component. These opponents are most common on the 51st Floor, but can be reasonably hard to find after you complete all story objectives. If you need to pick these components up, it's best to close the Gate to vastly increase their spawn rate.
- Though you can activate the Gate on the 49th Floor to unlock Oerba (300 AF) – and, in turn, Oerba (400 AF) – during the course of a comprehensive playthrough, we would suggest that you make both Vile Peaks destinations your priority. There are only eight Wild Artefacts (of a total ten) that you can collect prior to leaving Academia (4XX AF) for a lengthy break from full Historia Crux access, with a ninth available for 10,000 Casino Coins (100,000 gil!) in Serendipity. If you wait until later in the main storyline, a Fragment Skill will reduce the cost of this by 25%. The two Oerba destinations offer more Fragments, but fewer overall rewards. Completing all objectives for the two Vile Peaks locations, however, will also unlock the Monster Collector Fragment Skill, which increases the rate at which you acquire crystals. If you have collected all eight "free" Wild Artefacts and are plotting a methodical course to 100% completion, we advise that you visit Oerba (300 AF) only and leave 400 AF until later in the main storyline.

04

ACADEMIA (4XX AF)

N
W
E
S
RESEARCH FACILITY
To reach the treasure sphere on the lower level of the Research Facility, wait in the southeast of the area, just to the right of Hope and Alyssa, then jump onto the floating platform when it arrives.
ENTRANCE
As hunting collectibles in Academia (400 AF) can be a frustrating exercise when the party is assailed by waves of Cie'th, we repeat all treasure sphere locations on this map.
CENTRAL BRIDGE
NEW TOWN
GRAND AVENUE - PALACE OF DREAMS
GRAND AVENUE
ALLEY
GRAND AVENUE - SOUTHERN BLOCK
GRAND AVENUE - SQUARE

With no monsters to fight and only a handful of local story objectives to complete, Academia (4XX AF) is most noteworthy for its quizzes and the Academic Rank: Monster Professor side quest – possibly the most demanding and labor-intensive undertaking in the entire game.

TREASURE (400 AF & 4XX AF)

ICON	CONTENTS
1	Casino Ticket (x3)
2	Power Orb (x8)
3	Guardian Amulet
4	Watchman's Amulet
5	Mark of the I'Cie
6	Elixir*
7	Auric Amulet
8	Kaiser Knuckles
9	Power Engine (x8)
10	Phoenix Down
11	1,050 gil
12	Phoenix Blood
13	2,000 gil

* This special treasure sphere requires the Advanced Moogle Hunt, which becomes available once you reach New Bodhum (700 AF).

TREASURE (4XX AF ONLY)

ICON	CONTENTS
14	Gold Gear
15	1,200 gil
16	Gold Casino Ticket
17	Platinum Casino Ticket
18	'Facts' Gate Seal

LEGEND

	Brain Blast Quiz Terminal
	Captain Cryptic Possible Location

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Wild Artefact	Found in the southeast of the Alley area. Moogle Hunt required.
2	Vagabond Artefact	Obtained from Alyssa during the core storyline. Used to activate the Gate in the northeast of the Central Bridge area.

FRAGMENT OVERVIEW

NAME	NOTES
Quiz Mastery	You can collect nine Fragments in this category by completing the Brain Blast and Captain Cryptic's Confounding Quiz challenges – see overleaf.
Academic Rank: Monster Professor	One of the most demanding side quests in Final Fantasy XIII-2. See the corresponding entry for details.
Transcript: The Future Is Hope	This Paradox Ending is only available once you have completed the main storyline.

SUMMARY: STORY OBJECTIVES

- Speak to Hope and Alyssa to begin the core story task of obtaining five Graviton Cores from various Historia Crux locations.
- Deliver the Graviton Cores, then accept the Vagabond Artefact from Alyssa and use it to activate the Gate in the Central Bridge area.
- See page 56 for a complete walkthrough.

CHAOS CRYSTAL WEAPONS

When you attempt to deliver the fourth Graviton Core to Alyssa, a cutscene will take place where Hope explains that he can create a special weapon once you obtain a Chaos Crystal. The Chaos Crystal is a Fragment available for purchase from the Casino Vendors in Serendipity, but it costs a massive 10,000 Casino Coins – which, Casino Tickets notwithstanding, works out at 100,000 gil. However, you can reduce this sum to 7,500 Casino Coins (75,000 gil) if you wait until you obtain the Bargain Hunter Fragment Skill later in the main storyline. You can also generate the necessary funds by entering the Chocobo Races: see page 119.

After you deliver the Chaos Crystal, visit the front desk in the Entrance area and speak with the receptionist. You are given the opportunity to obtain one weapon only: the Odinbolt for Serah, or the Odinblade for Noel. Both weapons have the same base stats: +40 Strength, +40 Magic, and the Fragment Energy Passive Ability. It's the latter attribute that makes this weapon noteworthy, as it gradually increases the overall effectiveness of the weapon as you accumulate Fragments. If you have collected 30% of the total 160, for example, this will boost the weapon's overall Strength and Magic stats by 30. However, you also get a bonus of +80 in both stats once you reach the full 160 Fragments. This means that, in terms of raw power, the Odin weapons have no rival at a late post-story stage. No matter which weapon you choose, you can pick up its partner from a Serendipity Casino Vendor for 1,000 Casino Coins at a later date.

POINTS OF INTEREST

- If you are aiming for 100% exploration in this area, note that the Grand Avenue zone (and the small adjoining zones, such as the Grand Avenue Palace of Dreams) have interior areas and small nooks that are easily missed (📷 01).
- If you have the Mog's Manifestation Fragment Skill active, you can collect the ultra-rare Silver Chocobo crystal by throwing Mog at the "projector" platform beneath the holographic representation of Cocoon in the Research Lab area (📷 02). This may take a few attempts, but the prize is worthwhile: the Silver Chocobo is a noteworthy Sentinel, and a fantastic choice for races in Serendipity once leveled with Monster Materials.
- It is possible to obtain 122 Fragments before you activate the Central Bridge gate and step into the Void Beyond and begin the lengthy main storyline section that follows. However, a more realistic objective for a 100% completion playthrough would be 116, leaving the substantial gil outlay on the Serendipity Fragments and the difficult Long Gui and Yomi bosses on the Archylte Steppe until much later. A respectable power gamer "par" haul of 100 to 110 Fragments will see Serah and Noel have HP in the region of 3,300 HP and 4,500 HP respectively.

01

02

ACADEMIC RANK: MONSTER PROFESSOR

03

Speak to Dr. M in the Entrance area to begin the Academic Rank: Monster Professor side quest (03), which challenges you to defeat at least once every single potential opponent in FFXIII-2. This is quite a colossal undertaking, and one that you cannot hope to complete until you have finished the main storyline.

- Our Bestiary chapter contains full information for every last adversary, including alternative versions of bosses available in Paradox Endings. When you are ready to tackle this side quest, cross-reference your in-game Bestiary with our monster datasheets to find individual opponents that you are missing. You can then consult the Tour Guide chapter for hunting tips and battle strategies where necessary.
- There are two Fragment Skills that are practically mandatory for anyone attempting to complete this side quest. The first (and most immediately useful) is Battlemania, which can be obtained once you unlock Academia (500 AF) and complete the Academic Rank: Paradox Professor side quest (see page 136). Once active, this greatly increases the spawn rate for monsters that appear in Distortions. Encounter Master (available once you collect all Fragments for Yaschas Massif and unlock Academia (500 AF) enables you to increase – and, should you wish, reduce – the manifestation rate of *all* monsters.
- Though Battlemania makes it easy to find rare monsters that appear in Distortions, this doesn't solve the problem of finding opponents that simply have a very low spawn rate – such as the Purple Chocobo in Bresha Ruins (300 AF). In these instances, use the Tour Guide chapter to identify their favored zone within a location, then travel there and use Encounter Master to increase the enemy appearance rate. You can then simply run away from all opponents that you do not need to fight to cut the overall search time.
- A handful opponents are extremely easy to miss. The first is the Giant Cactuar, which does not actually appear in the wild: you must confront a rare Cactuar in the Archylte Steppe, then wait for it to use its Grow ability – see page 106 for further advice. There are also four different versions of Proto fal'Cie Adam in Augusta Tower (200 AF): two that you fight during the main storyline, a third that only appears if you do not choose the "Scream at Hope" Live Trigger option immediately, and a fourth available in a Paradox Ending. It is the third that many players will miss. Fortunately, by skipping cinematics, it only takes a few minutes to play through to the boss battle after closing the Gate – from the 51st Floor, you can ride the elevator straight to the top. Finally, the Miquiztli, Xolotl and Tezcatlipoca "Woodwraith" enemy types have slightly unusual spawning conditions in the Academia (500 AF) – see page 190 for details.

PARADOX ENDING: THE FUTURE IS HOPE

Requirements: Complete the main storyline.

This is one of the quickest Paradox Endings to obtain, and one that resolves a strange mystery that arises when you speak to certain NPCs (particularly Alyssa's admirer outside the HQ) in Academia (4XX AF) later in the storyline.

To unlock this cinematic (and the Transcript: The Future Is Hope Fragment with a 3,000 CP bonus), activate the Paradox Scope and close the Academia (4XX AF) Gate at the Historia Crux. Deliver the Graviton Cores to Alyssa as you did before. However, be careful not to skip the cutscene that takes place when you hand over the fifth, then refuse to take the Vagabond Artefact when the Live Trigger appears. The Paradox Ending will begin immediately.

QUIZ MINIGAMES

BRAIN BLAST!

Brain Blast terminals challenge you to answer ten consecutive questions correctly to win prizes. They are marked by a distinctive pink icon on the main map and mini-map. Successfully beating a Brain Blast terminal for the first time will lead to the reward of a Fragment, 500 CP and an item in a treasure box.

BRAIN BLAST FRAGMENTS

LOCATION	FRAGMENT
Entrance	Stoic Virtue Fragment
Grand Avenue Square	Epicurean Song Fragment
New Town (Southwest)	Lyceum Knowledge Fragment
New Town (North)	Academia Wisdom Fragment

Successful repeat sessions at a "completed" terminal will lead to a prize of a treasure box only, which usually contains an adornment. Note that you can press ⊗/Ⓐ to partially skip the delays between each question.

There is a unique set of questions for each of the four locations, with the answers for each terminal revealed over the pages that follow. We have alphabetized these for ease of reference.

CAPTAIN CRYPTIC'S CONFOUNDING QUIZ

Captain Cryptic can be found in the Entrance area, a short walk south of the Brain Blast terminal. Perform a Moogle Hunt to reveal him, then strike up a conversation to begin the Confounding Quiz side quest. After you answer his first question, Captain Cryptic will disappear to one of eleven potential locations in Academia (4XX AF).

You can obtain up to five Fragments by answering Captain Cryptic's questions.

04

CAPTAIN CRYPTIC FRAGMENTS

FRAGMENT	CP	GOAL
Quiz Rank: Private	400	Complete one correct answer.
Quiz Rank: Sergeant	400	Complete two consecutive correct answers.
Quiz Rank: Lieutenant	600	Complete three consecutive correct answers.
Quiz Rank: Colonel	600	Complete four consecutive correct answers.
Quiz Rank: General	1,000	Complete five consecutive correct answers.

With all answers to Captain Cryptic's questions available on page 160 (following the Brain Blast section), the real challenge in this side quest is to actually find the quizmaster. He is always "out of phase" when he moves to a new location, and Mog will not react to him, so use the following tips to track him down:

05

- When you are searching for Captain Cryptic, civilians in Grand Avenue and New Town may offer random comments that provide hints on his current location. Anything that features the direction "east" refers to Grand Avenue and (though less likely) the Alley; "west" means that he is in New Town.
- There are eleven positions where Captain Cryptic can appear: seven in and around Grand Avenue, three in New Town and one in the Alley zone. His location will also be randomized every time you return here from the Historia Crux.
- If you have just finished a quiz in New Town, check the three sites there first; otherwise, always start your search for Captain Cryptic in the Grand Avenue area. Leave the Alley until last, unless you hear a specific prompt from an NPC that directs you there.
- Captain Cryptic can be difficult to spot if he appears in the store in the Grand Avenue Palace of Dreams zone (04). Always check carefully before you move on. In the Alley area, he appears behind the empty display window in the corridor where you speak to Miss Horizon for the Paradox Professor side quest in 400 AF (05).

Once you obtain the Quiz Rank: General Fragment, Captain Cryptic will appear in a booth in the Entrance area. However, he has nothing more to offer: the quiz ends with the reward of the final Fragment, even if you close the Gate for Academia (4XX AF).

THE LUCK FACTOR

While the vast majority of questions that appear in Brain Blast are specific to the terminal, the following questions can appear at any time. Picking the correct answer is simply a matter of luck.

LUCK-BASED QUESTIONS

QUESTION	POSSIBLE ANSWERS
Red or black?	Red, Black
Heads or tails?	Heads, Tails
Odds or evens?	Odds, Evens
Pick a hand!	Right, Left

BRAIN BLAST!
GRAND AVENUE SQUARE TERMINAL

QUESTIONS AND ANSWERS

An Academy scientist wrote a thesis proving some monsters are rattled by what certain human action?	⊗/Ⓐ	Tsking at it
Before the crystal pillar appeared, in what state was Cocoon?	⊗/Ⓐ	Floating in midair due to the fal'Cie's powers
Being oblivious to small, everyday occurrences is called a 'tonberry's what'?	△/Ⓨ	Stealthy walk
Fireworks were created by a Bodhum resident who used explosives for work. What was his occupation?	△/Ⓨ	Miner
How does a tonberry carry its knife?	□/Ⓧ	It carries it in its left hand
How does Hope's Eidolon, Alexander, make his exit?	□/Ⓧ	Breathes fire and flies off
Hyperion is the fastest competitor in the chocobo races. Which of the following did he recently beat in a race?	△/Ⓨ	An airbike
In 0 AF, monster figurines became popular on Cocoon. Which monsters were the most popular?	○/Ⓑ	Triffid and mandrake
In 1 AF, an old flanbanero flower was discovered in crystal. The color was a cross between crystal and a flanbanero. What was the color?	□/Ⓧ	Muddy violet
In 2 AF, an air shuttle became available in the Yaschas Massif. What are the condensation trails of the shuttles that were named after shooting stars called?	□/Ⓧ	Comet trails
In 20 AF, which region was crawling with bounty hunters due to the growing number of monsters in the area?	⊗/Ⓐ	Bresha Ruins
In Noel's world, the earth was barren and there was little sign of life. What did his people use to build their homes?	□/Ⓧ	Scraps
In Sunleth Waterscape 400 AF, which monster showed intelligence by traveling in packs?	○/Ⓑ	Flan
In the film 'MI: Sahagin,' what does the hero use to get past the security system without alerting his enemies?	⊗/Ⓐ	Deceptisol
In what region of Gran Pulse can the ruins of Paddra be found?	□/Ⓧ	Yaschas Massif
Jones is an infamous treasure hunter who always seems to engulf his discoveries in flames and fail in his excursions. What kind of weapon does he wield?	○/Ⓑ	A flamethrower
Kaltz produced a line of shoes that allowed people to walk on water. Although the product was recalled several times, the current product is flawless. What is the name of the product?	△/Ⓨ	Floaters
Mixing soda water and what prompts sweating and is great for increasing one's metabolism?	○/Ⓑ	Flanbanero juice
Noel's clothes are tailored to withstand a severe lifestyle. How is this done?	□/Ⓧ	Multiple threads are embroidered through his clothes
Of all the chocobo race urban legends, which one is said to possibly be true?	⊗/Ⓐ	A prisoner won the race and he and his group were pardoned
Of all the chocobo toys sold in Nautilus, there are rare ones called Happy Chocobos. What creepy characteristic makes it different from other toys?	△/Ⓨ	Its eyes are bloodshot
Of the many cactuar dolls, which is deemed the cutest by customers?	□/Ⓧ	Cactuarina doll
On Cocoon, what Bodhum event was known to grant everyone's wishes?	□/Ⓧ	Fireworks festival
On what body part does Lightning don her white feathers?	⊗/Ⓐ	Hips
On what part of his body does Odin wear his cape?	⊗/Ⓐ	Over his right shoulder

QUESTIONS AND ANSWERS (CONT.)

Since the massive relocation to Gran Pulse, a world much less peaceful than Cocoon, which item has considerably risen in sales?	⊗/Ⓐ	Potions
Stage actor John Barker is a less-than-handsome man who is always late for rehearsals. What flimsy excuse does he use as the reason for his tardiness?	□/Ⓧ	An ochu was flirting with me
The airline providing flights between Cocoon and Gran Pulse came up with a special offer that proved disastrous because of its name. What did they call it?	○/Ⓑ	Smile and say 'Purge'
The annual Gysahl Cup that presents the winner with more gysahl greens than it can eat in a lifetime was held every year except for one. Why wasn't it held in 394 AF?	⊗/Ⓐ	Lack of gysahl greens
The ATB gauge fills up during battle. What does ATB stand for?	⊗/Ⓐ	Active Time Battle
The Caldana root of the Steppe is an invaluable plant for which reason?	⊗/Ⓐ	They contain salt that can be extracted
The cost of the most expensive fireworks used at Bodhum's fireworks show is equal to the population on Cocoon at its highest. How much is that?	⊗/Ⓐ	Approximately 20,000,000 gil
The tonberry parent became a social phenomenon in 300 AF. What kind of parents does the phrase refer to?	○/Ⓑ	Those who wield knives when talking to teachers
Two sisters work in Serendipity as casino staff. How does the younger sister describe her older sibling?	Ⓐ/Ⓨ	Shy
What caffeine-filled snack was popular among the Academy scientists of 10 AF?	□/Ⓧ	Bobblicious
What color is Snow's hair?	□/Ⓧ	Blond
What does Noel have equipped on his left hand?	Ⓐ/Ⓨ	Black armlet
What does Snow's Eidolon, Shiva, transform into in gestalt mode?	⊗/Ⓐ	Bike
What does Vanille lovingly call her Eidolon, Hecatoncheir?	○/Ⓑ	Hecaton
What does Yuj think of Serah's outfit that seemed to appear out of nowhere?	○/Ⓑ	Stylin'
What facility was created on ancient Pulse by the fal'Cie to protect the people from intruders?	○/Ⓑ	The Ark
What happens to Fang's Eidolon, Bahamut, in gestalt mode?	Ⓐ/Ⓨ	It flies with Fang on its back
What is Noel's weapon of choice?	□/Ⓧ	Two swords
What is the best university on Cocoon?	○/Ⓑ	Eden Central
What is the creature shown on the giant roulette wheel in the central area of Serendipity?	⊗/Ⓐ	Carbuncle
What is the defensive paradigm that's useful when the party's HP is low?	Ⓐ/Ⓨ	Solidarity
What is the first line of the duet 'Nautilus Yearning,' a song about the city that never sleeps?	○/Ⓑ	The neon lights shine brightly
What liquid used in perfumes can be extracted from noctilucale and crawlers?	□/Ⓧ	Fragrant oil
What move was invented by Cocoon's 13th boxing champion?	Ⓐ/Ⓨ	Goblin Roll
What refreshment do chocobo race contestants drink before their race?	Ⓐ/Ⓨ	Chocobo XS
What role is Serah capable of?	□/Ⓧ	Commando
What title was awarded to the winner of New Bodhum's swimming competition?	⊗/Ⓐ	Speedy Sahagin
What was Lightning's rank when she was in the Guardian Corps of Bodhum?	○/Ⓑ	Sergeant
What was the name of the mission to drive out the inhabitants of Bodhum when a Pulse fal'Cie was discovered?	○/Ⓑ	The Purge
What was the PSICOM weapon used in the battle at the Hanging Edge?	⊗/Ⓐ	Manasvin Warmech
What weapon did the Sanctum army bestow upon their skilled soldiers?	Ⓐ/Ⓨ	Blazefire Saber
What weapon does Mog transform into for Serah's use?	□/Ⓧ	Bowsword
When Cocoon residents relocated to Gran Pulse, what dish became widely popular as a way to diminish the natural smell of Pulse ingredients?	⊗/Ⓐ	Curry
Where are Eidolons said to be from?	○/Ⓑ	Valhalla
Which Academy team was ordered to investigate the disturbance in the Vile Peaks in 10 AF?	⊗/Ⓐ	Blitz Squadron
Which creature has large eyes?	Ⓐ/Ⓨ	Neochu
Which creature has sharp claws?	⊗/Ⓐ	Silver lobo
Which creature has the longest legs?	□/Ⓧ	Shaolong gui
Which creature has white fangs?	○/Ⓑ	Ahriman
Which event was the most popular at Nautilus Park?	○/Ⓑ	The hologram dance parade
Which is not an arthropod creature that appears from the Void Beyond?	⊗/Ⓐ	Meonekton
Which monster is not found on the slot machine reels in Serendipity?	○/Ⓑ	Flan
Which of the following is coarse?	○/Ⓑ	Scalebeast's back
Which of the following is the highest quality wool?	○/Ⓑ	Fluffy wool
Which of the following will not be sold at Chocobo's Fashions, which is scheduled to open next year?	□/Ⓧ	Hermes' Shoes
Which role allows you to heal yourself and your allies instead of attacking the enemy?	○/Ⓑ	Medic
Which role allows you to strengthen your allies by infusing their attacks with elemental power?	⊗/Ⓐ	Synergist
Why do people visit the small cottage on the icy terrain of Rudka?	Ⓐ/Ⓨ	To see the rainbow-colored mustache of a local
With the fal'Cie no longer in power, the delivery system came to a halt. How was Palumpolum able to resume commercial activity so quickly?	Ⓐ/Ⓨ	Abundance of goods

BRAIN BLAST!
NEW TOWN (SOUTHWEST) TERMINAL

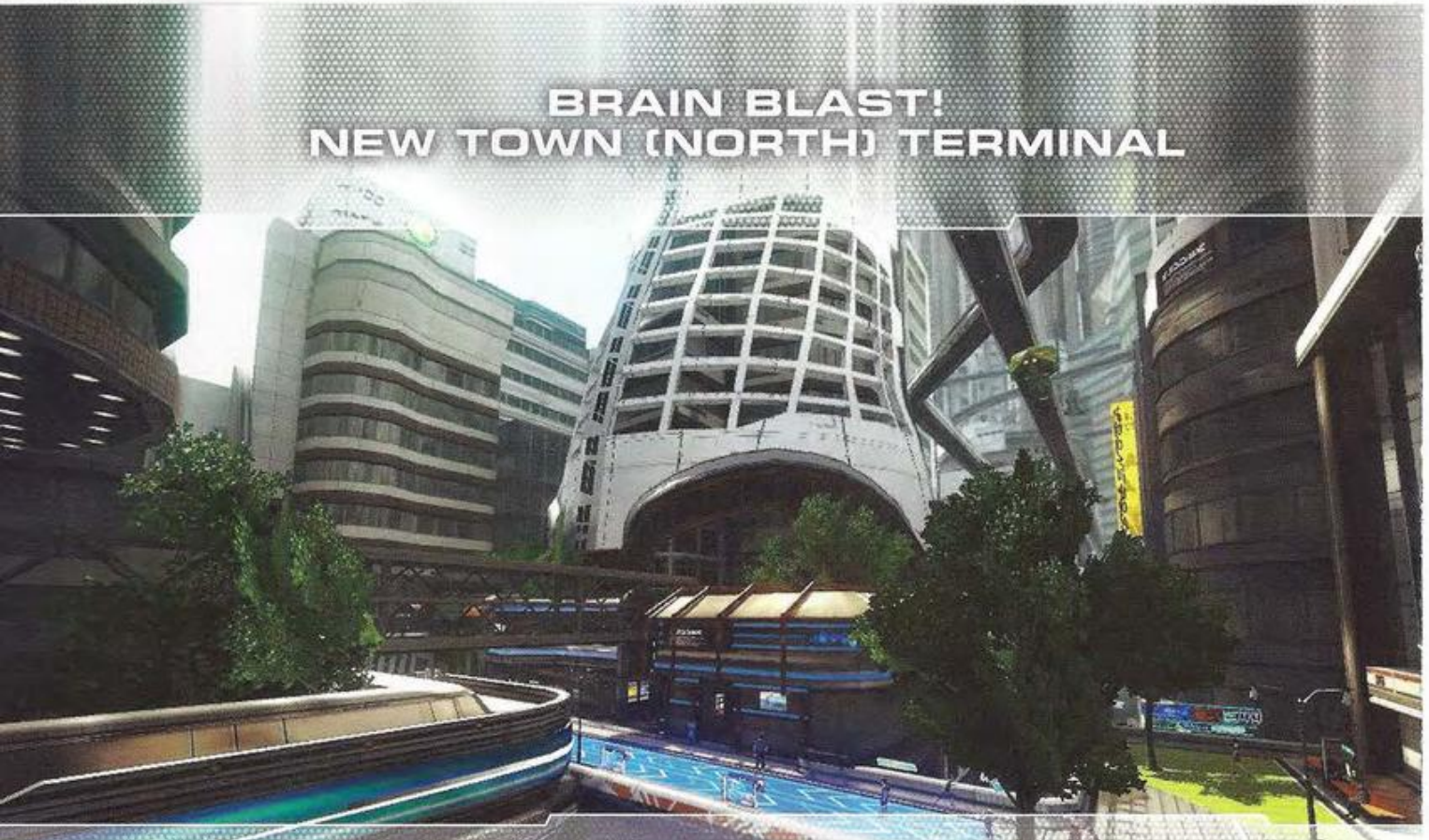
QUESTIONS AND ANSWERS

4D fireworks are used at ceremonies. Besides sight and hearing, what other sense does it stimulate?	⊗/Ⓐ	Smell
After the annual singing competition, people shower each other with an alcoholic beverage to celebrate the new year. What is the name of this beverage created using chocobos' favorite vegetable?	○/Ⓑ	Mimett
Around 150 AF, what accessory inspired by Cocoon's pillar was worn by people everywhere as a symbol of friendship?	○/Ⓑ	Cocoon charm bracelet
Around 20 AF, higher-ups of the provisional government and the Academy butted heads, leading to the disappearance of a key person. How did they refer to this period?	□/Ⓧ	The Dark War
As Serah and Noel appeared in the past time and time again, what research project received lots of funding and donations?	□/Ⓧ	Moogle throw simulator
As the people were released from fal'Cie rule, many strove to find a new god. What is the design of the god worshipped by those left on Cocoon based on?	△/Ⓨ	Crystal pillar
As the population on Gran Pulse increased, what business took off?	⊗/Ⓐ	Private military companies
During their journey, when did Mog decide he needed to go on a diet?	□/Ⓧ	When Serah had trouble swinging her sword
Every few centuries, the light emitted by the fal'Cie Phoenix will flicker, causing a moment of darkness. What is this phenomenon called?	⊗/Ⓐ	Flames of Rebirth
How did the Academy revamp their program in order to provide more opportunities for the less fortunate?	□/Ⓧ	They improved their scholarship programs
How did the chocobo breed Wild Broom get its name?	○/Ⓑ	Coat
How do flan reproduce?	△/Ⓨ	They duplicate
In 2 AF, what did the civilians create to signify their independence from the fal'Cie?	○/Ⓑ	An oath of autonomy
In 320 AF, what city was voted the best place to live by Academy scientists?	⊗/Ⓐ	Academia
In 400 AF Academia, the term 'paradigm shift' is used by office workers everywhere. What does it refer to?	△/Ⓨ	Reshuffling staff
In Academia's popular women's magazine, what is the number one attribute to look for in a man?	○/Ⓑ	Academy job
In Sazanbar Cape, one of the famous tourist spots in New Bodhum, what contest is held that is painful to watch?	□/Ⓧ	Student poetry reading
In the Chocobo of the Year contest that determines the best chocobo in the world, the chocobos are ranked based on speed and what else?	⊗/Ⓐ	Grace
In the story 'Three Little Microchus,' what did the youngest use to build his house?	○/Ⓑ	Stone
Many people gather at Yaschas Massif to watch the sunrise. What is a necessary item to have in your possession when walking along the dangerous monster-infested path at night?	□/Ⓧ	Something that emits light
Marion, the main character of the show 'Black Gloves,' has split personality disorder. He has two occupations: a cold-blooded assassin and what else?	△/Ⓨ	Hairdresser
Mythril Hearts Co. is famous for their mythril accessories. Which creepy-yet-fashionable accessory is the most popular?	⊗/Ⓐ	Oneiric Bangle
Raucous cheese looks vile and has a pungent smell unlike anything else. What is it made from?	△/Ⓨ	Behemoth milk
Subject Zero was the first experimental subject to undergo the duplicate creation process. Because they didn't have the technology to create synthetic flesh at the time, which of the following was used as the test subject?	△/Ⓨ	A behemoth bioweapon
The baghorn is an instrument used in Nautilus's parade. Why is this instrument so hard to make?	○/Ⓑ	The intricate carvings require too much work
The Cocoon Firefly discovered on Pulse does not exist on Cocoon. How did it get its name?	□/Ⓧ	To remember Cocoon
The communication game 'Choco-Bomb' is a favorite among the students of Academia. What was the original name of the game as it underwent development?	□/Ⓧ	'On the Choco-Brink'
The Flying Tortoise was Bodhum's most famous hotel that was booked till the end of time. What was the attraction that made the resort so popular?	△/Ⓨ	An aerial hot tub
The hunters of the Steppe love their flan. What part of the flan must be removed in order to ensure no poison is left in the creature?	△/Ⓨ	Liver
The most common variety of cactuar is used for cooking. What color is it?	□/Ⓧ	Green
The National Weather Service controlled Cocoon's weather and what?	△/Ⓨ	Seasons
The Sabbath is an event where people gather to watch monsters dance and frolic. Which is the best dancer of them all?	⊗/Ⓐ	Succubus
The Sanctum army tried to create a bioweapon using a mu, but realized enemy soldiers wouldn't take it seriously for which reason?	○/Ⓑ	They were too adorable
The skyscraper's observation deck in Academia was built on a floor based on the incident of 100 AF. What floor is it on?	△/Ⓨ	132nd floor
The women of Academia are raving about a new powder foundation called Adam. What is the main ingredient of this product?	○/Ⓑ	Adamantoise fang
Those with big appetites go to the restaurant Edenwalker for which dish?	△/Ⓨ	The BBQ sheep challenge
What dish can only be made in Sunleth from ingredients found in that region?	△/Ⓨ	Patroller's weed salad
What incredible new species of cactuar did Professor Oga Wan discover during his years of research?	○/Ⓑ	The long-necked cactuar
What is the common name for the *Helix breshantha*, a conch shell found only in the Bresha region?	⊗/Ⓐ	Soilentoise

QUESTIONS AND ANSWERS (CONT.)

What is the energy drink made from gysahl greens?	Ⓐ/Ⓨ	Kweh!
What is the hit song of Bombtanians, Cocoon's all-violin band known for their melancholy sound?	Ⓞ/Ⓑ	'Beautiful Ballad'
What is the main ingredient of exquisite maple honey, a sugary sweet condiment said to be developed from crystals?	Ⓞ/Ⓑ	Sunleth tree sap
What is the main ingredient of phantom honey, a condiment with a rather pungent smell?	Ⓧ/Ⓐ	Ochu flower honey
What is the main reason for the seldomly occurring vehicular accidents in Academia?	Ⓞ/Ⓑ	Human error
What is the name of the beverage created using the water from Sunleth Waterscape?	Ⓧ/Ⓐ	Sunleth's Legend
What is the relationship between the two runners who placed first in the 106th Eden Marathon thanks to their unbreakable bond?	Ⓧ/Ⓐ	Rivals
What is the title of the dark fantasy show based on this world?	Ⓧ/Ⓐ	'Highway to the Chaos Zone'
What monster toy can only be purchased in the Steppe?	Ⓡ/Ⓧ	Cactuar
What multi-colored artificial forest is registered as a Sanctum heritage site?	Ⓧ/Ⓐ	Bifrost Forest
What natural material is used to build the solid outer shell of the new Cocoon?	Ⓞ/Ⓑ	Adamantoise shell
What New Bodhum specialty uses fresh seafood?	Ⓐ/Ⓨ	Sahagin Jerky
What new breed of flan look young throughout their entire lives but grow in size as they age?	Ⓡ/Ⓧ	Ginorminiflan
What new service is provided by the Chocobo Delivery Service?	Ⓐ/Ⓨ	Surprise deliveries
What part of the weapon does Mog's bobble become?	Ⓞ/Ⓑ	A decorative jewel
What phrase became popular thanks to the popular anime 'The Mog Team'?	Ⓧ/Ⓐ	Hasta la vista, kupo!
What silver-colored invaluable ore used to be found in Haerii?	Ⓡ/Ⓧ	Platinum
What takes place at the annual Gran Pulse festival La Prettina, an event that celebrates the coming of spring?	Ⓡ/Ⓧ	People throw flan at one another
What vehicle does Hecatoncheir transform into in gestalt mode?	Ⓡ/Ⓧ	Magitek Armor
What was the name of the act performed by the comedic duo Thousand Giggles in Academia 380 AF?	Ⓡ/Ⓧ	Count Cactuar
What was the name of the scandal involving the provisional government and blank documents?	Ⓞ/Ⓑ	Blank sheet incident
When a woman calls someone a 'chocobo feather man,' what does she mean?	Ⓞ/Ⓑ	Someone who won't commit
When someone with a pure heart rides a chocobo, heavenly music rings in their ears. The sound comes from which part of the chocobo?	Ⓧ/Ⓐ	Chest feathers
Where is hoax herb, a plant not readily spotted by hikers, generally found?	Ⓡ/Ⓧ	Yaschas Massif
Which boomerang brand is the most popular among those who hunt for sport?	Ⓐ/Ⓨ	Airwing
Which extravagant bottle of alcohol, known as PN, is popular among celebrities for its rich, deep flavor?	Ⓞ/Ⓑ	Pinot Noel
Which of the following has never been weighed?	Ⓡ/Ⓧ	Cocoon
Which stupidly strong alcoholic beverage known to 'taste like death' is popular among the elderly?	Ⓧ/Ⓐ	Cie'th Killer
While the transportation system was being redeveloped, how were goods delivered to and from Cocoon?	Ⓡ/Ⓧ	Military jets
Who is known as the world's best weaponsmith that designs and creates the finest swords known to man?	Ⓐ/Ⓨ	Masamune
Who is the chairman of Academia's amateur wrestling league, who was once and still claims to be one of the smallest but best wrestlers in the world?	Ⓞ/Ⓑ	Masked Microchu
Who is the cute mascot of the popular game show 'Cue This'?	Ⓡ/Ⓧ	Cuebat
Who was the first female prime minister to represent the Sanctum?	Ⓞ/Ⓑ	Ivory Marilia
Who was the girl that won the 41st Junior Sports Hunting Championship with a perfect score?	Ⓐ/Ⓨ	Elle Larskin
Why does the owner of Curious refuse to sell the pair of shoes on display in the front window?	Ⓞ/Ⓑ	They're both made for the right foot

BRAIN BLAST!
NEW TOWN (NORTH) TERMINAL



QUESTIONS AND ANSWERS

According to the philosopher Denrith, humans are merely an intellectual version of a certain monster, with the ability of looking innocent on the outside, but being conniving on the inside. Which monster was he referring to?	○/Ⓑ	Cactuar
After the fall of Cocoon, the public became more and more aware of the truth behind the fal'Cie and their actions. What part of the truth was fudged in history textbooks?	△/Ⓨ	The intent of the fal'Cie
Around 100 AF, a TV show based on the battle of the l'Cie was in production, but got canceled at the last minute. What was the name of the show?	✕/Ⓐ	'Don't Mess with the 'Fro'
Around 100 AF, which test was proved invalid and superfluous by the Academy?	○/Ⓑ	Role-based personality test
Around 400 AF, the '??? male' became a popular phrase. What goes in the blank?	○/Ⓑ	Armored
BBQ Ben's is famous for their cheap, but delicious behemoth meat. Rumor has it they have close ties with certain government officials. How are they able to serve meat at such a reasonable price?	△/Ⓨ	They get leftover beasts from research labs
Before Cocoon's aerial railway, people rode the trains that ran along the ground. What was the name of Cocoon's old terminal?	✕/Ⓐ	Nautilus and Bodhum
Chocobo riding used to be mandatory at all private schools. However, it was canceled indefinitely due to what kind of complaint from the parents?	□/Ⓧ	The chocobo smell would rub off on the students
During the festival of the Day of Rebirth, which food stand gets the most business from children?	□/Ⓧ	Microchu mousse
How do people refer to the day of Cocoon's fall?	△/Ⓨ	The Day of Rebirth
How does Hope refer to Lightning?	✕/Ⓐ	Light
How does Hope's time capsule work?	□/Ⓧ	It slows down time within the device
In the children's song 'Chelsea's Bubbles,' she is able to blow a bubble as high as the biggest, roundest thing one can see. How high was she able to blow her bubble?	□/Ⓧ	To the skies of Cocoon
In the popular children's show 'Cocoon Five,' what is the name of the five heroes' ultimate attack?	○/Ⓑ	Cocoon's Final Attack
Spells can be sealed into cards and sent as gifts. Which spell makes for a popular birthday card?	○/Ⓑ	Cure
Stem is the new recreational drug of choice among the young and quickly becoming a social issue. The ingredient can be easily found in Sunleth Waterscape. What is it?	△/Ⓨ	Dried habanero leaves
The chocobos first used by Chocobo Delivery Services were based on the colors of nature. What colors were they?	□/Ⓧ	Green and yellow
The Lumeritz singing competition began 100 years after the first paradox. What year was that?	✕/Ⓐ	103 AF
The monster movie 'The Imp' was a big hit among a niche crowd that raved about its cuteness. What did half of the movie consist of?	✕/Ⓐ	Dancing imps
The New Bodhum urban legend about a man with a knife is based on who?	✕/Ⓐ	Tonberry
The popular DJ DK sports thick sideburns and a mohawk. What is the name of this hairstyle?	□/Ⓧ	Chocobo hair
What accessory is considered to grant wishes, but is seldom used because of its smell?	△/Ⓨ	Chocobo feather
What accessory is recommended for those who want to boost their physical attack power?	□/Ⓧ	Power Wristband

QUESTIONS AND ANSWERS (CONT.)

What advertising media was widely seen in Palumpolum as a result of energy conservation?	⊗/Ⓐ	Blimps
What coarse substance is known as a fast-acting cold reliever?	⊗/Ⓐ	Microchu baby teeth
What company's business has been booming due to the numerous deliveries required between Cocoon and Gran Pulse?	○/Ⓑ	Chocobo Delivery Service
What determines the altitude of flights from Cocoon to Gran Pulse?	○/Ⓑ	The arm's length of fal'Cie Titan
What does one call cooked behemoth meat that's hung out to dry for three days?	○/Ⓑ	Cured meat
What does the cactuar sign seen at amusement parks imply?	○/Ⓑ	Emergency exits
What happens to a l'Cie once they complete their Focus?	Ⓐ/Ⓨ	They turn to crystal
What happens to a l'Cie that's unable to complete their Focus?	□/Ⓧ	They become a Cie'th.
What is a baby moogle called?	⊗/Ⓐ	A moogling
What is someone who sits at home all day generally called?	⊗/Ⓐ	Bear
What is the acronym for the Academia Central Broadcasting Station?	⊗/Ⓐ	ACBS
What is the behemoth king incapable of doing?	□/Ⓧ	Shooting a thousand needles from its body
What is the best act of the circus troupe the Circus Riders, a group of acrobats who use airbikes for dangerous stunts?	⊗/Ⓐ	Chicken race
What is the famous painting by Geraint, the artist representing the new wave style of post-Cocoon?	□/Ⓧ	'Cosmos'
What is the full name of Professor Garnett, the editor-in-chief of the modern history textbook of 400 AF?	□/Ⓧ	Micah Garnett
What is the name of the dish composed of flan flesh filled with silver lobo meat?	○/Ⓑ	Flan fal'Cie
What is the name of the elevator connecting Gran Pulse with Cocoon?	□/Ⓧ	Gran Elevator
What is the name of the phenomenon that occurs on Gran Pulse due to the winds carrying away the sand?	○/Ⓑ	The Shimmering Sands phenomenon
What is the orobon incapable of doing?	○/Ⓑ	Exploding into a pile of dust
What is the surname of the Sanctum representative Cid, former commander of the Cavalry?	○/Ⓑ	Raines
What meat is used in the popular hunter's dish, 'Chef's Grudge'?	□/Ⓧ	Cooked tonberry tail
What mythology-based movie won the Tantalus Award for Best Film in 328 AF?	○/Ⓑ	'From Etro with Love'
What popular game do the kids play on the shores of New Bodhum?	⊗/Ⓐ	Hopscotch
What project is being criticized by reformist groups for pushing Academia to become a closed city?	⊗/Ⓐ	Elimination of foreign trade
What topic is most touched upon in the modern history textbook of 400 AF?	Ⓐ/Ⓨ	Paradox
What type of flan was discovered in 150 AF and has since been popular among couples?	Ⓐ/Ⓨ	Fetching flan
What was Dajh's ability as a l'Cie?	□/Ⓧ	Sensing power of Pulse origin
What was the name of New Bodhum's soccer team, one of the few teams that participated in the first season on Gran Pulse in 4-5 AF?	○/Ⓑ	The Enterprise
What was the name of the device used by Sanctum's elite soldiers that allowed one to control gravity?	□/Ⓧ	Grav-con Unit
What was the name of the military squad led by Cid Raines?	○/Ⓑ	Rapid Response Team
What was the name of the parade that was once held in Nautilus?	⊗/Ⓐ	Pompa Sancta
What was the name of the weapon used to shoot Cocoon's garbage into outer space?	Ⓐ/Ⓨ	Megajunk cannon
What was the reason Volcano Day was established?	□/Ⓧ	The eruption of Heaven's Mountains
What was the task of the government-operated PSICOM?	□/Ⓧ	Protecting Cocoon from Pulse
What was the title of the bestselling book of 10 AF about a young girl and her transformation into a Cie'th?	□/Ⓧ	'The Dark Brand'
What water sport requires athletes to wear floats on their legs as they fight over a flag?	Ⓐ/Ⓨ	Waterstrike
When Serah became a l'Cie, she hid her brand with a bandage. Where on her body did the brand appear?	⊗/Ⓐ	Left upper arm
When Snow became a l'Cie, where did the brand appear?	□/Ⓧ	Left arm
When soldiers say, 'You're a real ochu!' what do they mean?	□/Ⓧ	I can count on you
When the Academy discovered the crystal pillar was in bad condition, what solution did they come up with to try and secure living space?	□/Ⓧ	Build a new Cocoon
Where is the ideal place to raise a chocobo chick?	⊗/Ⓐ	Humid plains
Where was Proto fal'Cie Adam created?	⊗/Ⓐ	Augusta Tower
Which activity is based on the architecture of Academia and immensely popular among the teens?	□/Ⓧ	Free fall
Which architect designed the congress hall founded in the capital city of Eden?	□/Ⓧ	Augustio Camille
Which invaluable ore is sought after by miners everywhere?	○/Ⓑ	Uraninite
Which monster wields the Centaurion Blade?	Ⓐ/Ⓨ	Immortal
Which movie portraying a couple torn apart by the Purge won the Tantalus Award for Best Film?	Ⓐ/Ⓨ	'My Gran Pulse Lover'
Which of the following did not occur directly after the publication of Woolrich's novel 'Humans Belong to the Fal'Cie'?	Ⓐ/Ⓨ	It became a bestseller
Which of the following is not programmed into the sunglasses of the Serendipity card dealers?	Ⓐ/Ⓨ	X-ray vision
Which regiment was Lightning assigned to when she was in the military?	Ⓐ/Ⓨ	Bodhum Security Regiment
Who is the distinguished economist who said, 'Humans are merely animals that earn gil'?	Ⓐ/Ⓨ	Gilmay Erskine
Who used to live in Oerba?	⊗/Ⓐ	Fang
Whose life revolves around collecting data on monsters?	⊗/Ⓐ	Dr. M
Why was the piece 'Cocoon and the Five Moons' stripped of its title for first prize in the 35th Academia Photo Exhibition?	○/Ⓑ	It was digitally altered.

PRIMER
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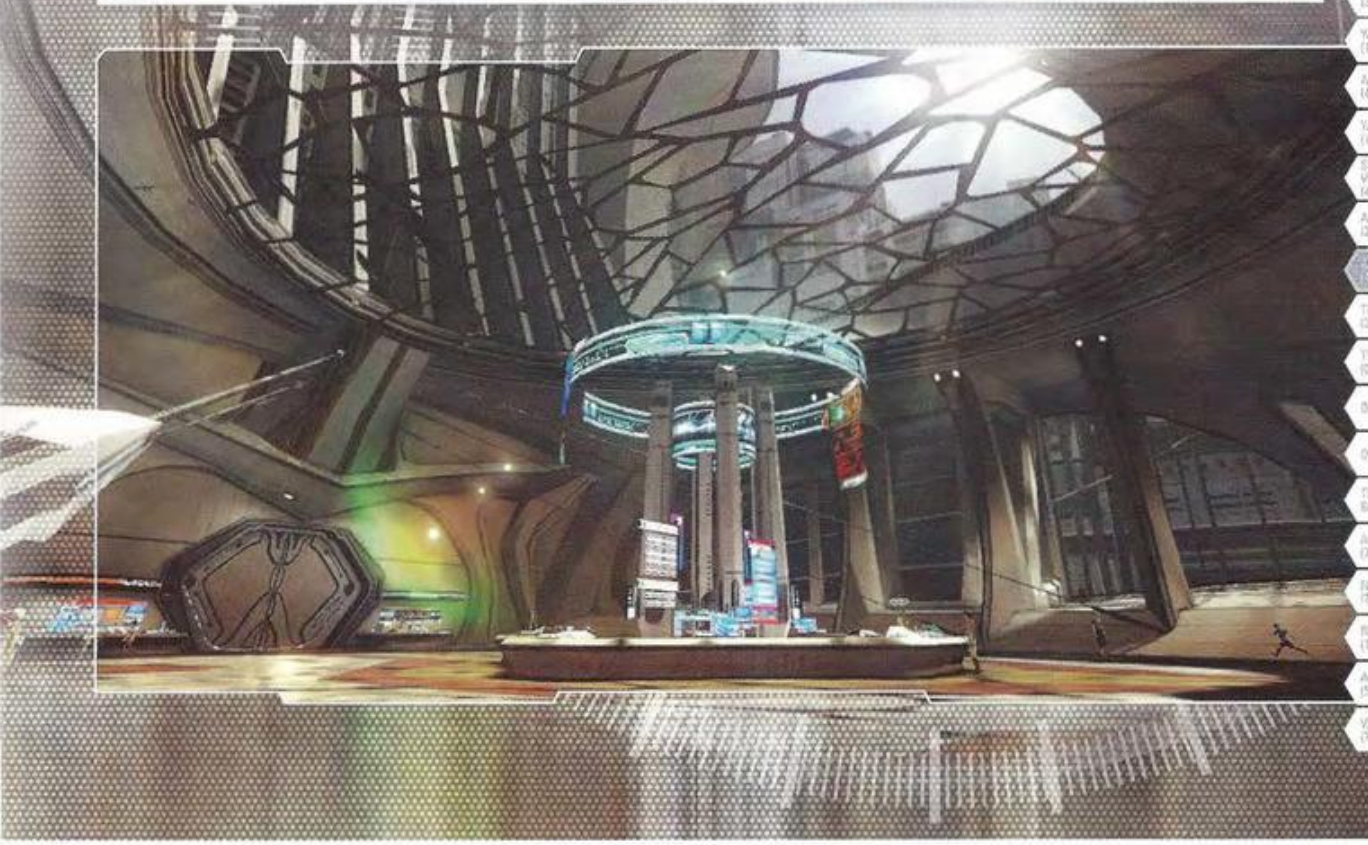
BRAIN BLAST! ENTRANCE TERMINAL

QUESTIONS AND ANSWERS

During the Sanctum rule, the film 'Free Will' was banned due to a scene filled with what kind of questionable content?	□/X	Becoming a Cie'th by will
How does Sazh refer to Lightning?	⊗/A	Lightning
In Academia 4XX AF, what year's fashion came back in style?	□/X	10 AF
In the cop drama 'Cactuar Files,' what is the first line of the opening song?	○/B	A five-finger discount will result in a thousand needles
In the hologram show 'Tonberry's Revenge,' what is the first line of the ending song?	△/Y	I'm coming for you; I'm getting my revenge
In the popular holo-comic 'Bombtanian,' what is the secret phrase used by the main character and his friends?	□/X	Sacrifice yourself to save others
In the proverb, 'One ??? is better than a million l'Cie,' meaning one should take on a single task before taking on many, what goes in the blank?	○/B	Crystal
In the song 'Tiny Lulu,' to which city did the little girl's best friend move away?	△/Y	Bodhum
Lebreau is skilled in cooking and fighting. How does she train to be such a great warrior?	△/Y	She works out using kitchen utensils
Many chocobos participate in the chocobo races. Which of the following does not exist?	□/X	Thunder Chicken
Many flan make up the enormous Royal Ripeness. Which does not make up part of this creature?	○/B	Elderly
Sazh is best-known for his abilities as a pilot, but what is his former occupation?	○/B	Train conductor
The Eden Literary Award is handed out only to those who make a positive impact on society. Rodrick won this award for which novel?	⊗/A	'Secrets of the Crystals'
The extreme anti-Academy terrorists perform what action to get their point across?	⊗/A	Bombing invaluable ruins
The game 'Holostation' has become a must-have for the female population of Academia. Why has it led to a declining birthrate?	△/Y	You can make a virtual boyfriend
The investigations around the mountain ranges of Gran Pulse revealed which children's story to be true?	○/B	L'Cie Extermination Mountain
The l'Cie incident that occurred before Cocoon fell is sometimes referred to as 'Cocoon's dusk,' but is more commonly referred to by the media as what?	⊗/A	Sunset
The weather controlling device in the Archylte Steppe can't do which of the following?	△/Y	Make it snow
'The Yellow Bird' is a story about a chocobo living on Gran Pulse. What is the name of the heroine?	○/B	Coco
There is a certain stuffed animal sold only in Nautilus. What is the name of the creature that possesses a gem on its forehead?	□/X	Carbuncle
What act performed by the comedian Fl-Fl-Flan got him booted off of every TV station?	□/X	Wanna touch my shaolong gui?
What coat pattern does Serah's cat Snow have?	⊗/A	Calico
What color are Serah's eyes?	△/Y	Bluish
What color were the orbs that appeared in Yaschas Massif 100 AF when a group of Academy staff members disappeared?	○/B	Red
What company became famous for their sales copy 'It's moogle o'clock, it's time to enjoy moogle bread'?	⊗/A	Stiltzkin's Bakery
What did Serah get Lightning for her birthday?	○/X	A knife
What disparity, only noticeable by outsiders transferring in, was revealed in the tell-all book written by a disgruntled former Academy employee?	△/Y	Treatment of subsidiary organization graduates
What do you call an incompetent person who climbs the corporate ladder?	△/Y	A cactuar
What does Noel do best?	□/X	Hunt
What does PSICOM stand for?	⊗/A	Public Safety and Intelligence Command
What does Serah do for a living?	△/Y	Teacher
What flan is the same color as a rust pudding?	□/X	Ferruginous Pudding
What hobby became popular among the feeble elderly who moved from Cocoon to Gran Pulse?	⊗/A	Gardening
What is a newly hatched chocobo called?	⊗/A	Chocobo chick
What is Hope's surname?	○/B	Estheim
What is Hope's unparalleled attack?	⊗/A	Last Resort
What is Lightning's unparalleled attack?	□/X	Army of One
What is one way Serah and Noel use Mog to retrieve treasure that's out of reach?	□/X	They throw Mog at it
What is Sazh's unparalleled attack?	△/Y	Cold Blood
What is the bow used by hunters in the Steppe to protect themselves from wild animals?	⊗/A	Wild Chorus
What is the famous line spoken by the famous actor who made it big in the show 'Wild Rose'?	○/B	You're from the rebel army!
What is the name of Maqui's shop?	□/X	Lenora's Garage
What is the name of the book of photographs shot by photographer Mitch Rockfit during his numerous visits to New Bodhum?	⊗/A	'Meowillow Days'
What is the name of the grand city built by the Academy?	□/X	Academia
What is the name of the movie about the friendship of a boy and his bot?	△/Y	'The Boy and His Bot'
What is the name of the natural phenomenon also known as 'Titan's Curtain' that occurs in the colder regions?	△/Y	Northern lights

QUESTIONS AND ANSWERS (CONT.)

What is the name of the tower built by the Academy in 13 AF?	△/Y	Augusta Tower
What is the tallest mountain on Gran Pulse?	□/X	Mt. Faime
What is Vanille's unparalleled attack?	○/B	Death
What sport is gaining popularity among the adventurous young residents living in the Steppe?	×/A	Ding dong ditch
What vehicle is the most popular among 10-year-old boys everywhere?	□/X	Ciconia Velocycle
What was the name of the gambler who won the most number of coins at the slot machines in a single day at the casino Serendipity?	□/X	Gabbiani
What was the name of the popular game show where eliminated contestants would get pushed off the stage?	×/A	'To the Underworld'
What was the official name of the stadium sold by Eden's sports team due to financial trouble?	□/X	Potion Stadium
What was the one famous dessert pastry chefs couldn't make because they couldn't get their hands on the creature?	□/X	Caramelized shaolong gui
What was the war that broke out between Cocoon and Gran Pulse?	×/A	War of Transgression
When Snow and Serah got engaged, what did they buy together to show their love for one another?	×/A	Necklaces
When Storm Motors was in danger of getting bought out, which corporation swooped in to save the day?	△/Y	Blue Unicorn Inc.
Where is the one place Chocolina doesn't open up shop?	×/A	Serendipity
Where on Serah's head is her side ponytail?	×/A	By her left ear
Which creature moves with such grace and beauty that a dance was created mimicking its motion?	○/B	Stikini
Which Eidolon is used by Vanille?	□/X	Hecatoncheir
Which is not one of the Academy guidelines for preserving the nature of Gran Pulse?	○/B	Nonviolence against monsters
Which legendary flan has a pink tail?	×/A	Flan Princess
Which monster dons colorful garb?	△/Y	Apotamkin
Which of the following are not found in Oerba?	×/A	People
Which of the following has not been observed in Sunleth?	□/X	Gold Ore
Which of the following is not a nickname for the jet used by the former Sanctum army?	×/A	Orion
Which of the following is the Academy not responsible for?	△/Y	Running Serendipity
Who has scored the most points and is known as the king of Cocoon's Premium League?	○/B	Cazzaro "The King" Mueller
Who is not part of Team NORA?	△/Y	Cid
Who is the brother of the children's favorite superhero Ultima Ace?	○/B	Ultimabro
Who is the mathematician behind Hart's last theorem, the biggest breakthrough in mathematics since the birth of Cocoon?	○/B	Smith Hartford
Why can't Mog help Serah and Noel in Serendipity?	△/Y	Mog is off playing on his own



CAPTAIN CRYPTIC'S CONFOUNDING QUIZ

QUESTIONS AND ANSWERS

A long gui born during the catastrophe would be how old in 400 AF?	◻/Ⓧ	A few hundred years old
After the fall of Cocoon, a new era began. What does AF stand for?	Ⓞ/Ⓑ	After the Fall
Alyssa was with a friend during the Purge. What was her friend's name?	Ⓐ/Ⓨ	Nena Stein
Behemoth meat was a rare treat in Noel's era. How was it cooked?	◻/Ⓧ	Roasted
Besides military personnel, what group of people was exempt from the Purge?	◻/Ⓧ	Sanctum employees
Duplicates are a 3D portrayal of what?	Ⓐ/Ⓨ	People
During the War of Transgression, what kind of sword was used by the legendary knight?	Ⓞ/Ⓑ	A sword of crystal
Everyone wants a piece of this monster, whether it be a fragment, shell, or speck of ash!	Ⓞ/Ⓑ	Bomb
From the central pathway of Academia, if you cross the bridge west of Chocolina, what will you see on the sign in front of you?	◻/Ⓧ	A tree
Goblin Maddog is Gran Pulse's boxing champion. What phrase is used by his fans when cheering him on?	Ⓧ/Ⓐ	Goblinhancement!
How does a hedge frog return home to lay its eggs?	Ⓧ/Ⓐ	They attach themselves to other animals
How many blades are on the windmill in Oerba?	Ⓐ/Ⓨ	3
How many consecutive slot machine wins were achieved in the memorable Double Lucky Seven Incident?	Ⓞ/Ⓑ	14
How many lights are there above the gate of the mysterious fighting arena linked to Sunleth?	Ⓐ/Ⓨ	6
How many toes does a sheep have?	Ⓐ/Ⓨ	3
In 360 AF, what revolutionary idea solved Academia's power shortage issue?	Ⓐ/Ⓨ	Typhoon energy
In 4XX AF, a man was blacklisted for hanging around the Academy headquarters. Why was he there?	◻/Ⓧ	He was in love with Alyssa
In 7 AF, Bom-Bites became a favorite snack of residents of Palumpolum. What is the unique characteristic of this dessert?	Ⓧ/Ⓐ	It feels like balloons popping in your mouth
In Gran Pulse mythology, who is referred to as the false demon?	Ⓞ/Ⓑ	Lindzei
In New Bodhum, what group of people frequently uses the path along the shore?	Ⓧ/Ⓐ	Surfers
In order to tell duplicates apart from humans, how are they programmed to greet people?	Ⓧ/Ⓐ	Welcome
In Palumpolum's aerial road race GP, which airbike was criticized and called names such as the 'flying white pig' and the 'defective snowman'?	Ⓞ/Ⓑ	Big Mog
In Pulse's well-known nursery rhyme 'Elbow Grease,' what is the old man in the fourth verse mistaken for?	◻/Ⓧ	A goblin
In the hit TV show 'Viking,' the main character is a superhero. What is his weakness?	Ⓞ/Ⓑ	Heavy downpour
In the Steppe, how do the smaller sheep act towards the bigger sheep?	Ⓧ/Ⓐ	They linger near them
Kids love Chocobo Biscuits! What flavor is the new black biscuit?	◻/Ⓧ	Chocolate
Kids love to ride the Cocoon Liner. Which car is their favorite?	Ⓧ/Ⓐ	The Carbuncle
Lebreau is younger than Gadot. Gadot is older than Yuj. Lebreau is older than Maqui. Who's the oldest?	◻/Ⓧ	Gadot
Many online shops were available on Cocoon. Which is the oldest store that handles ore?	Ⓧ/Ⓐ	The Motherlode
Many online shops were available on Cocoon. Which specialized in medicine and health products?	◻/Ⓧ	Unicorn Mart
Many online shops were available on Cocoon. Which specialized in outdoor gear?	Ⓞ/Ⓑ	B&W Outfitters
Many online shops were available on Cocoon. Which specialized in monster materials?	Ⓐ/Ⓨ	Creature Comforts
Noel once said, 'Never give up, for the goddess Etro watches always, and helps those...' Finish the quote.	Ⓞ/Ⓑ	Who help themselves
Of all the airbikes, which was built for safety?	Ⓞ/Ⓑ	Aerial Cradle
Of the Farseers' legends, which has not been passed down for generations?	Ⓞ/Ⓑ	They had the power to turn people into l'Cie
On what floor did Serah and Noel get trapped in Augusta Tower?	Ⓐ/Ⓨ	51st floor
One of the Academy researchers in Yaschas Massif is a dog lover or a cat lover depending on the era. In which year was she a cat lover?	Ⓐ/Ⓨ	10 AF
Serah has two stuffed animals in her room. One is a carbuncle. What's the other?	Ⓐ/Ⓨ	Chocobo chick
Some Cie'th defend themselves using their large tentacles. What is the best way to defeat them?	Ⓧ/Ⓐ	Get rid of the tentacles first
The *Parthenocissus sunlethus* is the vine commonly seen in Sunleth. What unique characteristic do these vines have?	Ⓐ/Ⓨ	Their fruit shine
The chemical lincanin is found in gysahl greens. What diet-friendly effect does it have?	Ⓞ/Ⓑ	Burns fat
The fal'Cie responsible for shedding light on Cocoon was the fal'Cie Phoenix. Which fal'Cie was responsible for purifying the water?	Ⓧ/Ⓐ	Fal'Cie Leviathan
The kids of New Bodhum love dares. One popular dare requires going into the woods late at night to retrieve an object. What is the item?	Ⓐ/Ⓨ	Rat's tail
The Oracle Drive is a piece of technology left by the ancient fal'Cie. How did the Academy refer to this device before it was given its official name?	◻/Ⓧ	Sensory perception device
The 'Professor Yang' series started off as an educational publication, but is now a popular hologram novel with over a hundred volumes. What was the title of the first volume?	◻/Ⓧ	'Mystical Creatures for the Clueless'
The remains of what facility can be found in Oerba?	Ⓐ/Ⓨ	School
The silver lobo is seen in many circus troupes. What is the one act it cannot perform?	Ⓐ/Ⓨ	Sawing someone in half
They say the long gui eat their own weight in food. How many shaolong guis equal one long gui?	◻/Ⓧ	Approximately 1.5
What anthem can be heard at any sporting event since the fall of Cocoon?	◻/Ⓧ	'A Requiem for Rebirth'
What are the names of the Shiva sisters?	◻/Ⓧ	Styria and Nix
What can be found on the logo of Woolly Sheep Soda?	Ⓞ/Ⓑ	Sheep
What can withstand heavy winds, lightning, or even a hole through its body?	Ⓧ/Ⓐ	Goblin chieftain
What cannot be found in Academia?	◻/Ⓧ	Flan schools
What color is the cactuar image drawn in the center of the hunter camp in the Steppe?	Ⓐ/Ⓨ	Red
What color is the flower Yeul has in her hand in 200 AF?	◻/Ⓧ	White

QUESTIONS AND ANSWERS (CONT.)

What design is engraved in Caius's sword?	○/Ⓑ	Eye
What do the hunters manipulate in order to control the weather?	△/Ⓨ	Wind
What does Lightning's Eidolon, Odin, transform into in gestalt mode?	✕/Ⓐ	A white horse
What does Mog remember about his upbringing?	□/Ⓧ	It was full of freedom
What does Mog want to do with his savings?	○/Ⓑ	He doesn't know yet
What does Sazh's Eidolon, Brynhildr, transform into in gestalt mode?	○/Ⓑ	A four-wheeler
What emotion does the cactuar's expression convey?	△/Ⓨ	None
What energy source was discovered on the sea bed of New Bodhum in 300 AF?	△/Ⓨ	Ether hydrate
What fact surrounding the goddess Etro is not recorded in any documents?	△/Ⓨ	She has a moogle servant
What happened to Fang's l'Cie brand as it stopped its progression?	□/Ⓧ	It looked burnt
What identification number is imprinted on the wall of the route near the cemetery in the Bresha Ruins?	✕/Ⓐ	E000
What is needed to keep the new Cocoon afloat?	✕/Ⓐ	Graviton Core
What is the borgbear incapable of doing?	✕/Ⓐ	Summoning Eidolons
What is the desert area of Oerba called?	△/Ⓨ	The Ashensand
What is the line frequently spoken by Mana in the movie 'Love Trumps Gil'?	△/Ⓨ	Can I buy your love?
What is the main cause of bullying among the flan?	✕/Ⓐ	Difference in elasticity
What is the meaning behind the winter flower, the 'Silver Petal'?	△/Ⓨ	Always remember
What is the move developed by Mattheus, the best wrestler in Academia's pro-wrestling league, that is based on the movement of the Yaksha?	○/Ⓑ	War Dance
What is the name of the exciting underwater sport that requires a ball?	△/Ⓨ	Blitzball
What is the name of the Gran Pulse paradise created from nothing but a poet's dreams?	□/Ⓧ	Serendipity
What is the ochu incapable of doing?	□/Ⓧ	Using its wings to fly
What is the relationship of the NORA members?	○/Ⓑ	Childhood friends
What is the tonberry incapable of doing?	○/Ⓑ	Intimidating foes with its horns
What is used in the creation of various signs in Academia?	□/Ⓧ	Holography
What item became popular among the Academy scientists in 10 AF due to the discovery of the Oracle Drive?	✕/Ⓐ	Lightning's feathery belt
What legendary creature was found in a block of ice on Gran Pulse?	✕/Ⓐ	Valigarmanda
What looks like a flower but stings like a bee?	△/Ⓨ	Triffid
What monster can easily be spotted in the dark?	△/Ⓨ	Flanitor
What quirky stuffed animal is a must-have for young females?	○/Ⓑ	Breshan bass
What shape is the archway of the building in which the mystic in Serendipity resides?	○/Ⓑ	The letter A
What shape is the crystal that Lightning uses to summon her Eidolon?	○/Ⓑ	A rose
What store is found behind the row of vending machines in Academia?	△/Ⓨ	A shoe store
What unusual event occurred in Sunleth in 400 AF?	□/Ⓧ	Some flan went missing.
What was Alyssa looking for in the Bresha Ruins?	○/Ⓑ	A friend's grave
What was the biggest concern for Snow when he decided to propose to Serah?	□/Ⓧ	Lightning wasn't a big fan of his
What was the design found on elixir cans that portrayed the incredible journey of the legendary l'Cie?	○/Ⓑ	A white background with pictures of the l'Cie
What was the most memorable role played by Jeff Roni, an actor rumored to be carrying on a steamy love affair with actress Terra Branford?	○/Ⓑ	King of Mechamania
What was the name of the jet used by Lieutenant Colonel Yaag Rosch to fight Lightning and the other l'Cie?	✕/Ⓐ	*Proudclad*
What was the rank of PSICOM's special ops leader Yaag Rosch when he was killed in action?	△/Ⓨ	Lieutenant Colonel
When creating a duplicate, why is it illegal to save the data of the original person?	△/Ⓨ	Privacy act
When did Snow propose to Serah?	✕/Ⓐ	When Serah became a l'Cie
When Hope became a l'Cie, his brand appeared on his left hand. How did he hide it?	△/Ⓨ	He wrapped a yellow bandanna around it
When Noel first met Serah, he immediately knew she was Lightning's sister for several reasons. Which is not one of those reasons?	△/Ⓨ	Mog told him
When Sazh became a l'Cie, where did his brand appear?	✕/Ⓐ	His chest
When Serah lived with Lightning, they had matching accessories. On what body part did they adorn the jewelry?	△/Ⓨ	Right arm
Where did Sazh purchase a chocobo chick for Dajh?	✕/Ⓐ	Euride's market
Which celebrated movie introduced the gunblade, a now-popular toy among kids?	□/Ⓧ	'The Sorceress's Knight'
Which club dominated the 5-6 AF season of Cocoon's Premium League thanks to its harsh training conditions and hunger for victory?	✕/Ⓐ	New Bodhum FC
Which endangered monster species is known for its unique eyes?	✕/Ⓐ	Catoblepas
Which enormous fal'Cie causes the eclipse?	□/Ⓧ	Fal'Cie Fenrir
Which model is popular among collectors?	△/Ⓨ	1/350 scale The *Palamecia*
Which of the following can be made of ice, water, or wind?	□/Ⓧ	A ring
Which of the following can fly?	○/Ⓑ	Wyvern
Which of the following can swim?	✕/Ⓐ	Hedge frog
Which of the following cannot be found in New Bodhum?	□/Ⓧ	Active volcanos
Which of the following has a shell?	△/Ⓨ	Adamantoise
Which of the following is not green?	○/Ⓑ	Bandersnatch
Which of the following is not red?	✕/Ⓐ	Tonberry
Which of the following was created using AMP technology?	✕/Ⓐ	Watera gear
Which of these four monsters weighs the least?	○/Ⓑ	Tonberry
Which strong-minded NORA member do the residents of New Bodhum believe is the leader of the organization?	□/Ⓧ	Lebreau
Who did Serah and Noel think was responsible for hacking into the Augusta Tower security system?	○/Ⓑ	Proto fal'Cie Adam
Who is the fashion guru of New Bodhum?	○/Ⓑ	Yuj
Who is the rock star on the posters seen in NORA House and all over Academia?	□/Ⓧ	INFOMA

VILE PEAKS (200 AF)

Though well-developed parties could technically survive a trip to Vile Peaks (200 AF) earlier in the story, it makes sense to delay your visit until you can also access the 010 AF version. Doing so enables you to complete their intertwined side quests in one relatively simple yet rewarding session.

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of the Vile Peaks	Obtained automatically from Torreno.

FRAGMENT OVERVIEW

NAME	NOTES
The Honor of Blitz Squad	This side quest encompasses seven individual Fragments.
Falcon's Compass	Obtained as part of the Twilight Fragment Beta side quest.
Twilight Fragment Beta	Conquer Twilight Odin after weakening him by achieving an equivalent victory in 010 AF.
Father's Song	Obtain Twilight Fragment Beta, then use a Moogle Hunt to find an old friend.
Words of Light	Available once all other Fragments have been collected in 200 AF and 010 AF.

TREASURE

ICON	CONTENTS
1	Unicorn Horn*
2	Phoenix Down
3	Vitality Bolt (x8)

*This special treasure chest contains the Unicorn Horn, which becomes available after you reach New Bodhum in 200 AF.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Garuda (SAB – 5%)	Vitality Droplet/ Grimoire Hat	This opponent is significantly more dangerous than other "generic" assailants in the area. It casts Barrier at the start of the fight to reduce damage, and its Hellstorm Bolt attack can cause massive injuries. Even reasonably well-leveled parties may need to deploy a Sentinel. Falls quickly once Staggered.
Koboldroid Yang (RAV – 10%)	Mana Droplet/ Mana Sliver	Though these adversaries may be worthy of a little respect if you somehow scrape through the Archylte Steppe's three Gigantuar trials with a highly undeveloped party, they are but a fleeting irritation later in the main storyline.
Lancer (SEN – 15%)	Vitality Chip/ Millerite	
Vespid (RAV – 15%)	Molted Tail/ -	
Viking (SAB – 15%)	Power Bolt/ Millerite	

SIDE QUEST: THE HONOR OF BLITZ SQUAD

01

This side quest is intertwined with the Twilight Fragment Beta side quest here in 200 AF, and the Twilight Fragment Alpha side quest in Vile Peaks (010 AF). If you visit 200 AF before you unlock 010 AF, you can only pick up four Fragments: the three "Last Lights" and Falcon's Compass.

Use the Moogle Hunt ability on the "out of phase" soldier just south of the Gate in the Dismal Dunescape area, then speak to Torreno to begin the side quest (📷01). This requires you to locate the five other members of Torreno's squad in Vile Peaks (200 AF) and 010 AF, with each leading to the award of a Fragment. Accepting the mission will also furnish you with the Map of the Vile Peaks.

After collecting the three "Last Light" Fragments available in 200 AF, you will need to pick up the Falcon's Compass Fragment (see overleaf) and travel to 010 AF via a Wild Artefact Gate in Academia (4XX AF) to continue this side quest.

Once you have all six "Last Light" Fragments and both Twilight Fragment Alpha (from 010 AF) and Twilight Fragment Beta, return to Torreno by the gate on the east of the map to collect the Blitz Squadron Mission Report Fragment and 500 CP.

BLITZ SQUAD: FRAGMENT OVERVIEW

FRAGMENT	SQUAD MEMBER	TIME	LOCATION	NOTES
Torreno's Last Light	Torreno	200 AF	Dismal Dunescape	Obtained automatically once you accept the Honor of Blitz Squad side quest.
Falcon's Last Light	Falcon	200 AF	Another Man's Treasure	Speak to Falcon at the end of the tunnel, then chase and speak to him a second time.
Thunder's Last Light	Corporal Thunder	200 AF	Another Man's Treasure	Talk with Corporal Thunder in the northwest of the Another Man's Treasure zone.
Baxter's Last Light Fragment	Baxter	010 AF	Another Man's Treasure	See page 165.
Ray's Last Light	Ray	010 AF	Dismal Dunescape	
Sarge's Last Light	Sergeant Blitz	010 AF	Wrack and Ruin	
Blitz Squadron Mission Report	-	200 AF	Dismal Dunescape	Collect all six "Last Light" Fragments and defeat Twilight Odin in both 010 AF and 200 AF, then speak to Torreno.

FRAGMENTS: FALCON'S COMPASS & TWILIGHT FRAGMENT BETA

This side quest begins automatically when you speak with Corporal Thunder in the Another Man's Treasure zone to obtain the Thunder's Last Light Fragment for the Honor of Blitz Squad side quest.

Your first task is to return to Falcon for information on Twilight Odin; during the conversation that ensues, the correct Live Trigger answer is Thunder. You obtain the Falcon's Compass Fragment, which acts as proof of your cooperation with Blitz Squadron when you meet other members in 010 AF.

Once you obtain Twilight Fragment Alpha by defeating Twilight Odin in 010 AF, return to the Another Man's Treasure zone and examine Twilight Odin to begin a second battle (📷 02). This is effectively identical to the confrontation in 010 AF, so refer back to the strategy on page 167. The only major difference is that Twilight Odin will start using the supremely powerful Zantetsuken after a certain point in the battle. Since Twilight Odin will follow that initial Zantetsuken with another one, this basically imposes a time limit in this battle and forces you to opt for an aggressive strategy. Once the fight ends, you obtain Twilight Fragment Beta, 3,000 CP and a second Martyr's Badge accessory. You also obtain the Twilight Odin Monster Crystal (see "Points of Interest") and the 'Return' Gate Seal and 'Afterimage' Gate Seal, used to lock the Gates for both Vile Peaks destinations. Hitting this milestone marks the end of the major challenges for the Vile Peaks: you can now pick up the final three Fragments before you depart for the Historia Crux.

02

FRAGMENT: FATHER'S SONG

Once you have Twilight Fragment Alpha and Beta and all six "Last Light" Fragments, use a Moogle Hunt to reveal a familiar face on the southwest side of the Another Man's Treasure zone, just south of the tunnel entrance (📷 03). Interact with him to obtain the Father's Song Fragment and 500 CP.

03

FRAGMENT: WORDS OF LIGHT

After speaking to Torreno to complete The Honor of Blitz Squad, perform a Moogle Hunt on the "out of phase" individual south of the Gate (📷 04). After the cutscene ends, you will receive the Words of Light Fragment and 500 CP.

As this is the last Fragment you can collect in the two Vile Peaks destinations (and the conclusion of this sub-plot), you can now pick up another reward by visiting the Mystic in Serendipity: Monster Collector. This Fragment Skill increases the probability that you will obtain crystals after battles. See page 125 for more information.

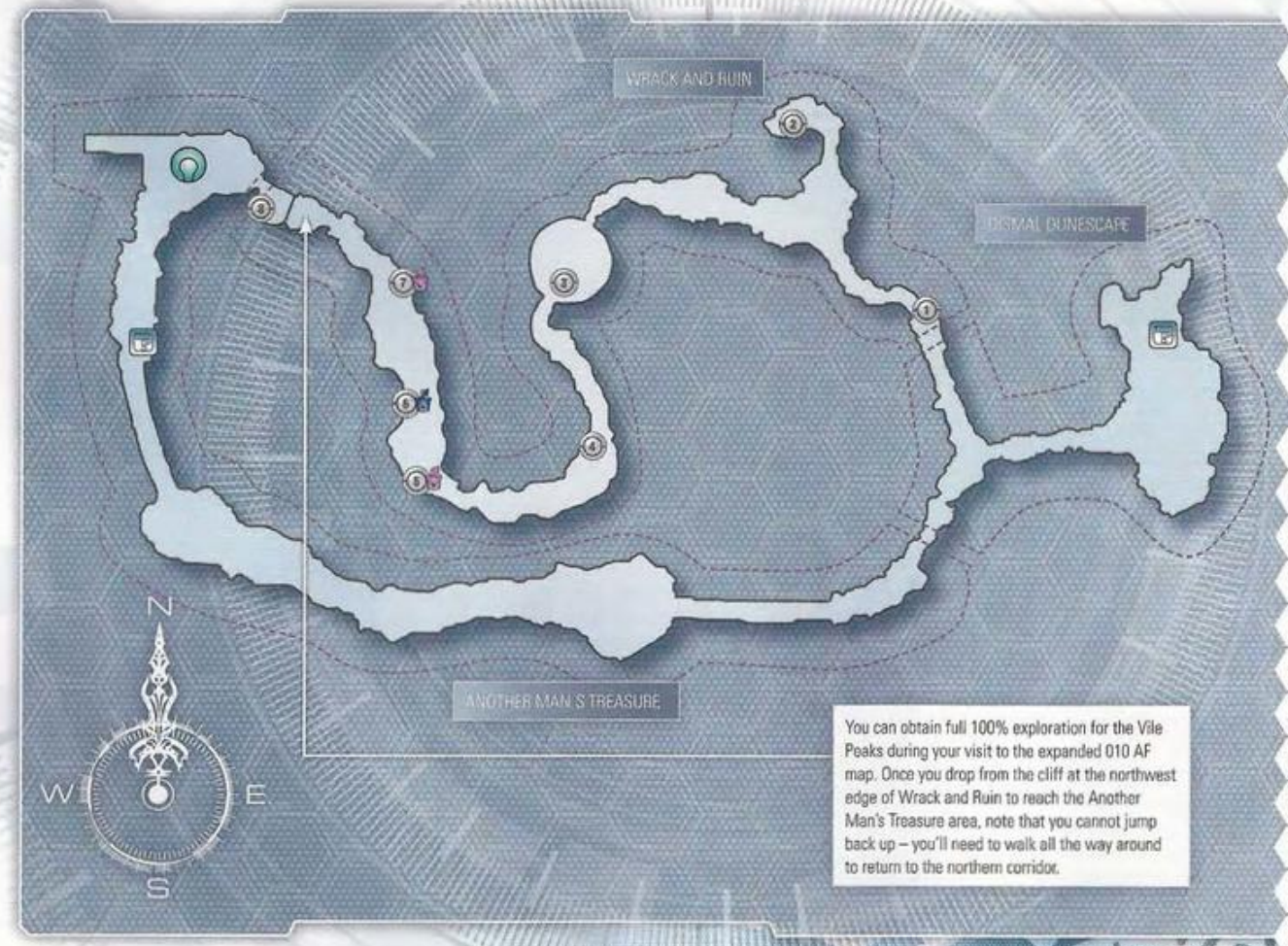
04

POINTS OF INTEREST

- Whichever Vile Peaks destination you visit first has a cutscene narrated by Lightning that explains the background for this sub-plot.
- The Garuda enemy type has the Grimoire Hat collectible as its rare drop, with a (fairly paltry) 5% default probability. Other than a single treasure sphere on the Archylte Steppe, this is the only way to acquire this accessory.
- Don't be too quick to invest your limited stocks of Monster Materials when you obtain the Twilight Odin crystal. This Eidolon is a Late Bloomer that offers a rather wretched return until you pour an incredible sum of resources into its development – including Grade 4 and Grade 5 Monster Materials that you simply cannot obtain prior to the later stages of the story. See page 232 for details.

VILE PEAKS (010 AF)

Though the 200 AF destination holds more Fragments, and is the site of the ultimate rewards for the Blitz Squadron side story, you cannot claim those prizes until you conquer the snow-covered Vile Peaks of 010 AF.



You can obtain full 100% exploration for the Vile Peaks during your visit to the expanded 010 AF map. Once you drop from the cliff at the northwest edge of Wrack and Ruin to reach the Another Man's Treasure area, note that you cannot jump back up – you'll need to walk all the way around to return to the northern corridor.

TREASURE

ICON	CONTENTS
1	Royal Armlet
2	Mana Orb (x8)
3	Entite Ring
4	Saint's Amulet
5	Hero's Amulet
6	Zealot's Amulet
7	Platinum Casino Ticket
8	Platinum Casino Ticket

FRAGMENT OVERVIEW

NAME	NOTES
Baxter's Last Light	These Fragments are all part of the Honor of Blitz Squad side quest that you begin in 200 AF.
Ray's Last Light	
Sarge's Last Light	
Twilight Fragment Alpha	Defeat Twilight Odin.

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COLOSSUM (777 AF)
THE ARCHYTE STEPPE (777 AF)
SERENDIPITY (777 AF)
ERESHA RUINS (300 AF)
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YASCHAS MASSIF (100 AF)
GUNLETH WATERSCAPE (400 AF)
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ACADEMIA (XXX AF)
THE VILE PEAKS (200 AF)
THE VILE PEAKS (010 AF)
OERBA (000 AF)
OERBA (400 AF)
THE VOID BEYOND (777 AF)
A DIVIDED WORLD (700 AF)
NEW BODHUM (005 AF)
ERESHA RUINS (100 AF)
ACADEMIA (500 AF)
VALHALLA (777 AF)

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Black Chocobo (SAB – 15%)	Chocobo Plume/ Afro & Black Chick	See "Points of Interest".
Bomb (RAV – 13%)	Mana Sliver/ Fire Aegis	Once you establish their respective capacity to absorb Fire or Ice (and weakness to the opposite element), these enemies fall quickly.
Cryohedron (RAV – 13%)	Mana Sliver/ Ice Aegis	
Dreadnought (COM – 5%)	Vitality Booster/ Power Booster	This walking tank has some vicious attacks, but it is easily Launched once Staggered. Deploy a Saboteur to inflict status ailments and accelerate battle times.
Haguma (MED – 5%)	Power Engine/ Power Booster	These rare monsters function in much the same way as the Yaksha and Yakshini. They present no danger as assailants – the real challenge is being fortunate enough to encounter them.
Shaguma (COM – 5%)	Power Engine/ Power Booster	
Yaksha (COM – 15%)	Power Engine/ Rhodochrosite	This is the big hitter of the Yaksha/Yakshini double act, but its low HP means that it will rarely have time to inflict noticeable injuries.
Yakshini (SYN – 15%)	Power Engine/ Rhodochrosite	See "Points of Interest".

SIDE QUEST: THE HONOR OF BLITZ SQUAD

Though you begin it formally in Vile Peaks (200 AF), you must collect three Fragments from 010 AF to complete this side quest.

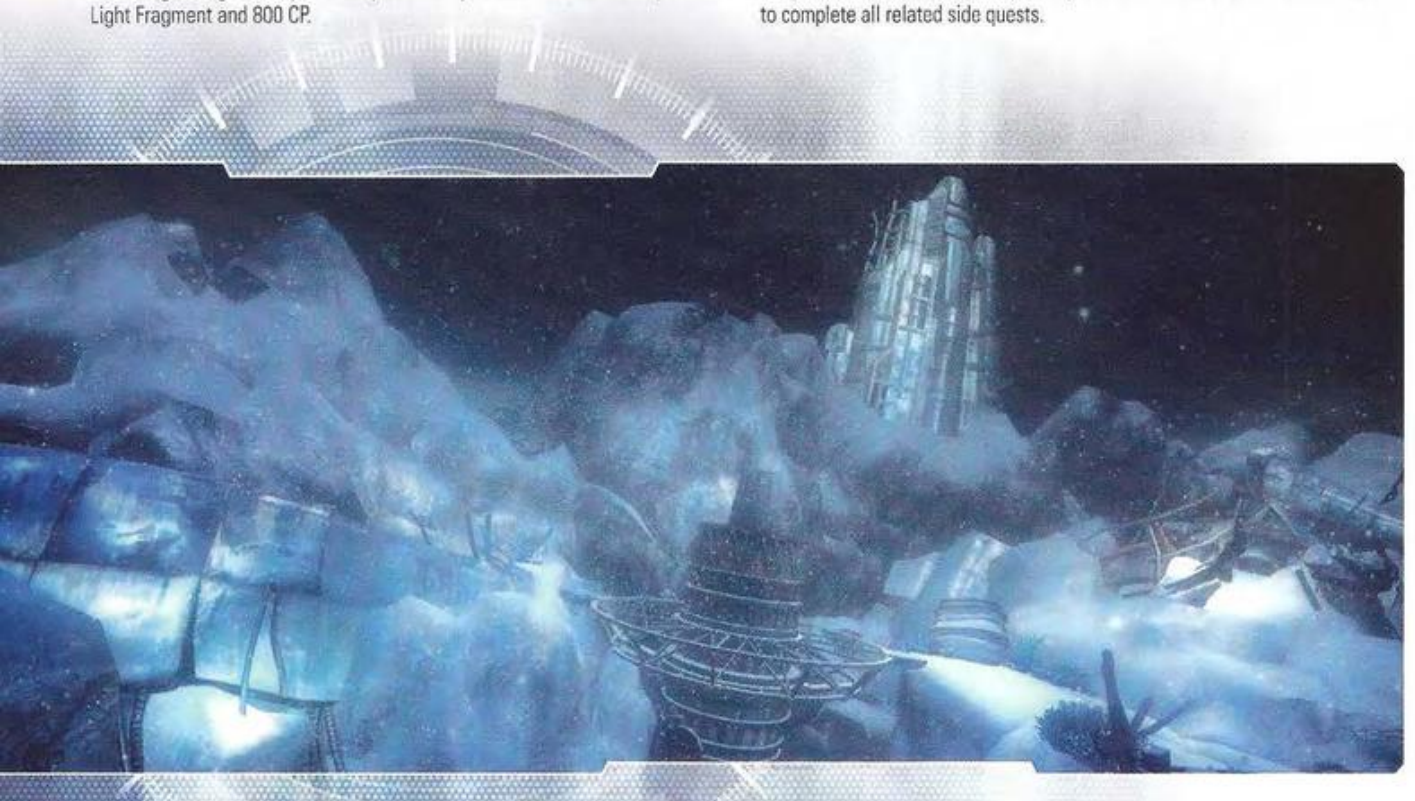
- **Baxter's Last Light:** Perform a Moogle Hunt to reveal Baxter in the northwest of the Another Man's Treasure zone, then speak to him to begin the Ray's Last Light side quest. You will then obtain the Baxter's Last Light Fragment and 800 CP.
- **Ray's Last Light:** Travel to the far east of the map in the Dismal Dunescape area to speak to Ray. He will only talk with your party you if you possess the Falcon's Compass Fragment from 200 AF. If you have it, Ray will offer you the Twilight Fragment Alpha side quest. Accept this to receive the Ray's Last Light Fragment and 800 CP.
- **Sarge's Last Light:** After you have defeated Twilight Odin to obtain Twilight Fragment Alpha, head to the west side of the Wrack and Ruin area to find Sergeant Blitz; you'll need to perform a Moogle Hunt to reveal him. Speak to Blitz to obtain the Sarge's Last Light Fragment and 800 CP.

FRAGMENT: TWILIGHT FRAGMENT ALPHA

01

Approach the waypoint marker in the Wrack and Ruin area and interact with the anomalous object on top of the mound to begin a battle with Twilight Odin (📷 01). The strategy we present here (suitable for both Twilight Odin battles) is for power gamers who will settle for nothing less than a rapid five-star performance. Once you reach the recommended HP stats, though, you can alternatively grind your way through a more lengthy confrontation with a good Sentinel present in all Paradigms (we recommend a Bunkerbeast of approximately Level 30), copious breaks for healing, and perhaps a Librascope to immediately identify your opponent's strengths and weaknesses.

Twilight Odin's attacks exact a greater toll if you do not employ a Synergist to apply buffs (particularly Vigilance to reduce knockdowns and Launches), but it's still an eminently winnable encounter with a less precise approach than the one we outline here. When the confrontation ends, you receive Twilight Fragment Alpha and 3,000 CP. You can then pick up the Sarge's Last Light Fragment along the path to the west, complete your exploration of the area, then return to 200 AF to complete all related side quests.



TWILIGHT ODIN

RECOMMENDED PARTY

PARTY BUILD	SERAH	NOEL (LEADER)
HP	2,500	3,000
Strength	-	300
Magic	300	-
COM	Bonus Boost II	Lv. 60; Bonus Boost II
RAV	Lv. 60	Lv. 23
SEN	-	-
SAB	Lv. 3; Bonus Boost II	-
SYN	-	Lv. 11
MED	Lv. 30	Lv. 35
ATB Level	4	4
Accessory Capacity	70	70
Special Required	Yes	No
Weapon	-	-
Accessories	Physical resistance	Physical resistance

PARADIGM PACK

MONSTER	ROLE	LV.	NOTES
Dragoon	**COM**	20	Max out this Commando with Power Chips to learn Armor Breaker, which makes him ideal for this fight: Odin halves all physical and magical damage.
Cloudburst	**RAV**	20	Any relatively speedy Ravager that does not use Lightning skills can fill this role.
Yakshini	**SYN**	30	Bravega and Faithga will give your offense the boost it needs to complete this fight in one Stagger.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER
Aggression	**COM**	**RAV**	**Dragoon**
Smart Bomb	**SAB**	**RAV**	**Cloudburst**
Decimation-W	**RAV**	**COM**	**Yakshini**
Cerberus	**COM**	**COM**	**Dragoon**
Discretion	**MED**	**MED**	**Dragoon**
Malevolence	**RAV**	**SYN**	**Cloudburst**

Strategy Overview:

- In order to five-star this fight you must take out Twilight Odin's 700,000+ HP in one Stagger. Doing so requires some tricky timing but is wholly manageable. Twilight Odin drops a Martyr's Badge when defeated.
- Spend the first turn in Aggression to stabilize the Chain Gauge. Shift to Malevolence and apply Vigilance and Protect to the whole party. Now use Smart Bomb to spend two turns building the Chain Bonus before returning to Malevolence to cast Shell on everyone. What you are doing here is making use of the ATB Refresh technique (see page 199); even though you are not switching between duplicate Paradigms, parsing your turns in this way saves you time.
- Shift to Aggression and switch control to Serah. Watch the Chain Bonus percentage closely. Once it reaches around 290%, shift to Discretion and heal the party; you don't want to Stagger just yet. When everyone is healed, spend one turn in Cerberus to stabilize the Chain Gauge further and maximize your Stagger time.
- It's now time for precision. Shift to Smart Bomb and queue two Deprotects and two Deshells. This should be just enough to inflict both ailments after Twilight Odin is Staggered. Once this is done, shift to Decimation-W and use Ultima Arrow. Yakshini will cast Bravega and Faithga. Watch for the notifications and shift to Aggression afterwards. Switch control back to Noel.
- Spend two turns casting Blizzara and Aerora. This will ramp up the Chain Bonus and allow you to follow up with an ATB Refresh. By now, both Bravega and Faithga should be running out. Shift to Decimation-W and wait for Yakshini to recast both buffs. Finally, switch to Cerberus and go all-out. Even if the Stagger expires before he goes down, he should not have much HP left – especially if you are able to time a Scourge or use Meteor Javelin.

POINTS OF INTEREST

- Though forgettable as an opponent, the Yakshini is one of the finest monster Synergists you can acquire. Its first Crystarium tier requires Grade 2 Monster Materials, and doesn't cost a great deal; its more resource-intensive second tier can be financed with a bout of Ghoul farming in Academia (400 AF). By Level 45, it is sufficiently advanced to make a valuable contribution in many of Final Fantasy XIII-2's most difficult battles.
- The Bomb and Cryohedron have the Fire Aegis and Ice Aegis accessories as their rare drops, though they have a miserly 2% base probability of appearing in your Spoils. These perform in the same way as the Lightning Aegis dropped by Circuitrons in Bresha Ruins (300 AF) for their titular elements, requiring that you accept a full 100 Capacity cost and an ATB Gauge fill rate decrease for full immunity to Fire and Ice respectively.
- The uncommon Black Chocobo casts debuffs that cause a worrying degree of Wound damage; its special Supersonic Wave attack inflicts multiple status ailments at once. The best strategy is to be bold and aim for a quick Stagger as, like all Chocobos, it can be Launched. Try to keep it airborne throughout the Stagger to prevent it from casting Choco Cure.

OERBA (300 AF)

The first of two locales with a focus on Temporal Rifts, Oerba (300 AF) will be a pleasant diversion for those who have a moderate mastery of the three puzzle varieties...and a source of travails and tempestuous outbursts for those who do not.

TREASURE

ICON	CONTENTS
1	'Flight' Gate Seal
2	'How Things Were' Gate Seal

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INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Bloodfang Bass (RAV – 10%)	Power Sliver/ Millerite	These opponents won't pose a threat to even a relatively underpowered party by this stage in the story.
Breshan Bass (SAB – 10%)	Mana Sliver/ Millerite	
Chonchon (untameable)	Painkiller/ Cie'th Tear	
Ghast (untameable)	Potion/ Cie'th Tear	
Pink Lily (RAV – 10%)	Potent Chip/ Potent Engine	Delta Attack is a must for weaker parties. Though the Pink Lily has a resistance to all elements by default, it can alter its resistances by using its Exoprooling abilities to acquire the immediate ability to absorb Ice or Lightning. However, this also introduces a weakness to Fire and Wind respectively. This is something that parties that reach Oerba (300 AF) at an early stage in their development can exploit through use of the Abilities menu.
Seeker (untameable)	Holy Water/ Cie'th Tear	Use Relentless Assault-W for blink-and-you'll-miss-it battle durations.
White Chocobo (MED – 15%)	Chocobo Plume/ Afro & White Chick	Employs powerful physical attacks (usually in quick succession), and can Launch party members. Lower-level parties should use Delta Attack, then switch to Relentless Assault once the White Chocobo has been Staggered.

FRAGMENT OVERVIEW

FRAGMENT	LOCATION	RIFT TYPE
Sparkling Runestone	Southeast of the gate in Village Proper.	Crystal Bonds
Thrilling Milestone	By the billboard south of Chocolina.	Crystal Bonds
Dewy Bloodstone	By the large tree at the north end of the main road in Village Proper.	Crystal Bonds
Spinning Moonstone	West side of Village Proper.	Hands of Time
Lovely Starstone	Village Proper, just south of the Deserted Schoolhouse; Moogle Hunt required.	Hands of Time
Astonishing Limestone	Just south of the steps leading to the Ashensand.	Tile Trial
Bubbly Stone	A short walk north of the steps in the Ashensand area; Moogle Hunt required.	Tile Trial
Scorching Firestone	Appears in front of the Gate on the west side of Village Proper once you collect the Sparkling Runestone, Thrilling Milestone, Dewy Bloodstone, Spinning Moonstone and Astonishing Limestone Fragments.	Hands of Time
Mossy Rosetta Stone	Appears in the very south of the map once you acquire the Dewy Bloodstone.	Crystal Bonds

FRAGMENTS: TEMPORAL RIFTS OVERVIEW

All nine Fragments in Oerba (300 AF) are acquired by solving Temporal Rift puzzles (📷 01); there is also a 500 CP bonus for each one. Turn to page 244 for more information and, where applicable, complete solutions.

01

02

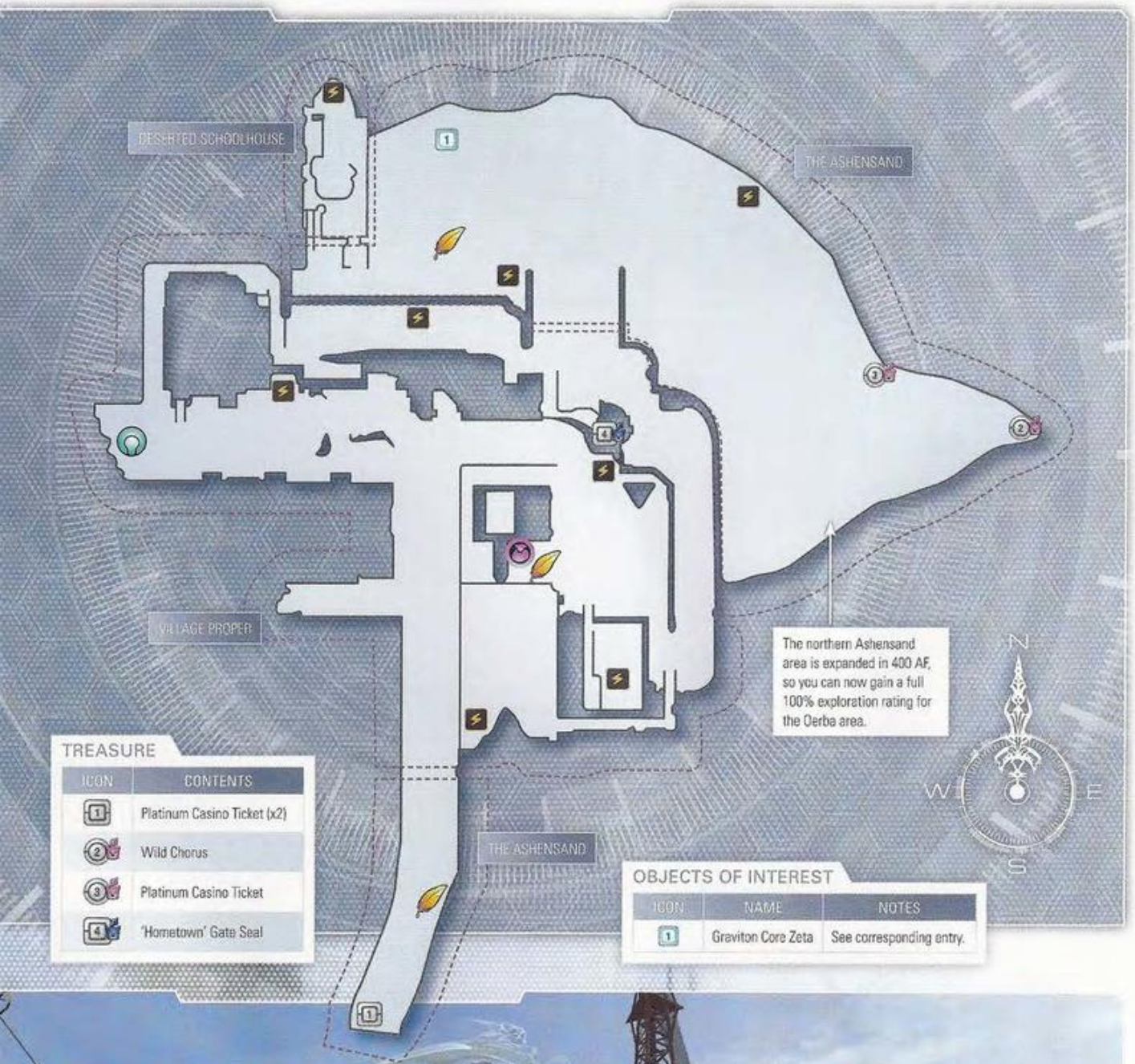
POINTS OF INTEREST

- The gate on the west side of the Village Proper area unlocks Oerba (400 AF) once activated with a Wild Artefact, but is sealed until you collect the Scorching Firestone Fragment. As we recommended earlier in the Tour Guide, a shortage of Wild Artefacts means that it is better to unlock Vile Peaks (010 AF) and leave the final Oerba visit until later in the story if you are undertaking a methodical 100% completion playthrough.
- There is a treasure box on a ledge in the northwest of Village Proper, at the top of the steps just southwest of the Deserted Schoolhouse (📷 02). Use a Moogle Throw to open it and obtain the 'Flight' Gate Seal. This enables you to lock the Academia (400 AF) Gate at the Historia Crux, which provides an easy method to farm for Grade 3 Monster Materials.
- There is another treasure box in an inaccessible position in the north of Village Proper (📷 03). Stand in the little nook at the north of the road that leads through the center of the village and perform a Moogle Throw to open it and obtain the 'How Things Were' Gate Seal. This is used to lock the Oerba (300 AF) Gate.

03

OERBA (400 AF)

Continuing the theme of its tributary 300 AF location, Oerba (400 AF) features eight sets of Temporal Rift puzzles to complete – and some of these are harder than anything you have faced so far. Players visiting this destination after the completion of the main storyline can also battle a rare enemy type for quite astonishing rewards...



TREASURE

ICON	CONTENTS
1	Platinum Casino Ticket (x2)
2	Wild Chorus
3	Platinum Casino Ticket
4	'Hometown' Gate Seal

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Graviton Core Zeta	See corresponding entry.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Chonchon (untameable)	Painkiller/ Cie'th Tear	Use Relentless Assault-W; battles with Cie'th should rarely last more than a few seconds.
Grenade (RAV – 10%)	Power Booster/ Cobaltite	A powerful Bomb-type enemy with high HP. It is resistant to magical attacks but weak against physical assaults, so a switch to the Cerberus Paradigm may work well.
Forked Cat (SAB – 10%)	Mana Essence/ Mana Essence	Casts Cura; can be a pest if accompanying a Zaghnal, so deal with it first.
Ghast (untameable)	Potion/ Cie'th Tear	See "Chonchon".
Raspatil (untameable)	Scarletite/ Royal Armlet	This rare and dangerous monster does not appear until you have completed the main storyline. See "Raspatil" for more information.
Seeker (untameable)	Holy Water/ Cie'th Tear	See "Chonchon".
Zaghnal (RAV – 10%)	Power Essence/ Martyr's Emblem	See "Points of Interest".

TEMPORAL RIFTS

All eight Temporal Rifts in Oerba (400 AF) lead to the reward of a Fragment plus 800 CP (1,000 CP for the Pink Parfait Fragment). See page 251 for more information on these Rift puzzles.

FRAGMENT	LOCATION	RIFT TYPE
Farewell Madeleine	East of the Gate in Village Proper.	Tile Trial
Tremulous Muffin	Close to the billboard in Village Proper.	Tile Trial
Dishonest Mille-feuille	Inside the house southeast of Chocolina; Moogle Hunt required.	Crystal Bonds
Bittersweet Chiffon	Next to the windmill in Village Proper.	Crystal Bonds
Selfish Pancake	In the north of Village Proper, just southeast of the Deserted Schoolhouse.	Crystal Bonds
Beloved Cinnamon	On the northeast edge of the shoreline.	Hands of Time
Teatime Mont Blanc	On the northern end of the Deserted Schoolhouse rooftop; Moogle Hunt required.	Hands of Time
Pink Parfait	On the Ashensand, next to the steps; appears once you have completed all other Temporal Rifts in the area.	Hands of Time

GRAVITON CORE ZETA

This Graviton Core can be found on the northwest of the beach, a little to the east of the schoolhouse and directly north of a Rambunctious Chocobo (📷 01).

01

POINTS OF INTEREST

- The treasure box floating above the tree roots just south of the steps that lead down to the shore contains the 'Hometown' Gate Seal for Oerba (400 AF); use a Moogle Throw to open it.
- The Wild Chorus found in the Ashensand area is a weapon for Serah. It is the equivalent of Noel's Blessed Blade, which you may have retrieved from Yaschas Massif (100 AF) earlier in your journey. It offers a huge 35% boost to Serah's Strength stat, but no additional increases to either Strength or Magic.
- Until the arrival of the Raspatil rare enemy on the Ashensand, the Zaghnal is the most redoubtable opponent you will face in this location. As with other Behemoth varieties, it will heal itself and stand on its hind legs once you reduce its HP gauge to approximately halfway. Its attacks are infrequent during this stage, but even a strong party will have cause to worry about the injuries they inflict. If in doubt, employ Delta Attack; if you encounter two Zaghnals at once, a Sentinel is advisable for parties of all levels until one has been defeated.

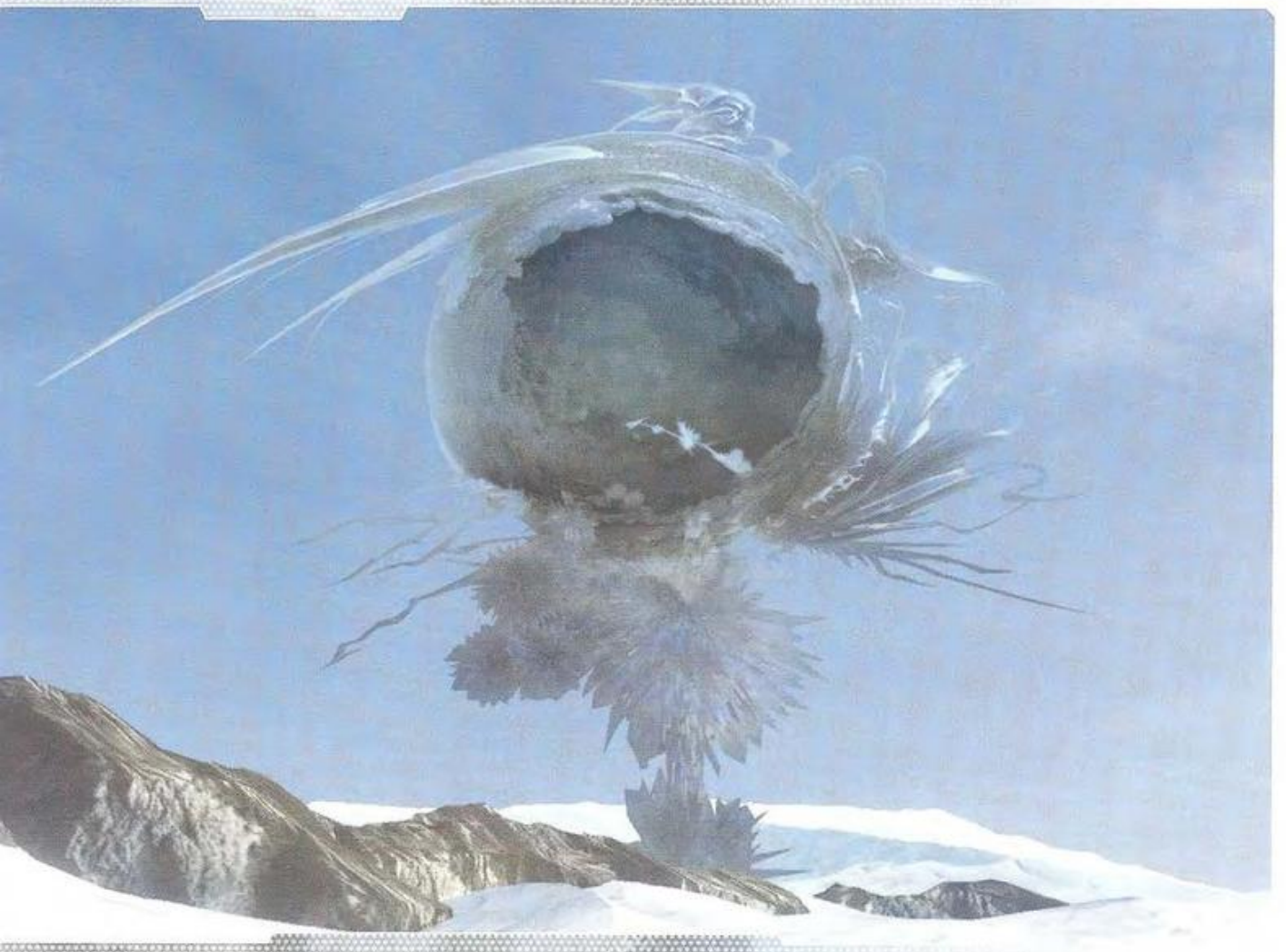
RASPATIL

This high-level rare opponent appears in the Ashensand area once you have completed the main storyline, but can be coaxed into battle once you have the Battlemania Fragment Skill. Our strategy here is slightly geared towards profit over proficiency, as the rewards for defeating Raspatil are unparalleled. Noel is equipped with the Durable Collector Catalog to ensure that each fight leads to a reward of 25,000 CP, 100,000 gil and three Scarletites – which sell for an additional 56,100 gil with the Haggler Fragment Skill.

An average fight at the recommended stats presented here, with room for mistakes, will last for approximately six minutes. This makes it the most lucrative farming opportunity in the entire game. Raspatil will bankroll all late post-story activities that you may wish to complete, such as purchasing high-grade Monster Materials from Chocolina to max out Late Bloomers such as Twilight Odin.

RECOMMENDED PARTY

PARTY BUILD	SERAH (LEADER)	NOEL
HP	4,000	4,500
Strength	-	-
Magic	500	400
COM	Lv. 50; Bonus Boost II	Lv. 60; Bonus Boost II
RAV	Lv. 60; Bonus Boost II	Lv. 60; Bonus Boost II
SEN	-	-
SAB	Lv. 50; Bonus Boost II	-
SYN	-	Lv. 11
MED	Lv. 30; Bonus Boost II	Lv. 35; Bonus Boost II
ATB Level	5	4
Accessory Capacity	70	100
Special Required	Yes	No
Weapon	Indrajit	Romulus & Remus
Accessories	Impeder's Opal, Poison resistance	Durable Collector Catalog



PARADIGM PACK

MONSTER	ROLE	LEVEL	NOTES
Tonberry	COM	30	For maximum efficacy, infuse him with Adrenaline and Blindside. Orion and Goblin offer these abilities for a small investment in Monster Materials.
Cloudburst	RAV	40	Select an extra ATB slot at the Crystarium expansion. Develop a Gremlin to Level 30 and infuse Cloudburst with the Blizzard, Blizzara and Fearsiphon abilities.
Yakshini	SYN	30	Infuse this monster with En-(element) spells.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER
Tri-disaster-X	RAV	RAV	Cloudburst
Smart Bomb	SAB	RAV	Cloudburst
Bully	SAB	SYN	Tonberry
Strike Team	COM	COM	Yakshini
Cerberus	COM	COM	Tonberry
Discretion	MED	MED	Tonberry

Strategy Overview:

- Finding a way to defeat Raspatil with speed and consistency is quite tricky. You will do well not to prolong the fight unnecessarily. Alone, Raspatil is a negligible threat, though it does grow stronger as the battle progresses. What you need to worry about are the minions that it calls into the fray. Raspatil will begin by summoning two waves of two to four Varcolaci. After that, Vampires (and eventually Wladislauses) will start to appear – and it becomes much harder to sustain any offensive momentum.

- Once a certain amount of time passes after a summoning, Raspatil will use Beseech, which essentially sacrifices any remaining minions in order to power up its next attack. Therefore, you cannot simply ignore them and focus on Raspatil, as doing so will enable it to use its strongest abilities: Darkness Cutter and Aleph Zero. Darkness Cutter, while not insignificant, is manageable, especially with a buffed party, but Aleph Zero is hard to survive without the use of Sentinels. Instead of turtling up with a defensive Paradigm, you should aim to make your party strong and be aggressive enough to obviate the need for Sentinels altogether.

- A Preemptive Strike will enable you to spend your first turn in Tri-disaster-X. Shift to Smart Bomb and spend two full turns sticking Imperil (you should be able to do so at the end of the second). Shift to Strike Team and wait until Yakshini has applied Enfire (or whichever elemental imbuement you chose).

- Now shift to Bully. The first wave of Varcolaci may have appeared by now. If not, be patient; you cannot afford to Stagger Raspatil before you deal with the first wave of minions. Besides, Noel will be casting important defensive buffs on the party. Once the reinforcements appear, spend a couple of turns casting Deshellga. Your luck with sticking it on the Varcolaci may vary, but this serves to maintain Raspatil's Chain Gauge as well.

- Return to Strike Team and let Yakshini bestow Faith on Serah and Noel, then switch to Cerberus and begin taking out the Varcolaci with extreme prejudice. Use Ruinga if they are clumped together. Make use of partial queues in order to take out each one as quickly as possible. Once the last Varcolaci has fallen (or been absorbed via Beseech), transition to Discretion to heal, and be sure to remove Poison from anyone who has it. You'll also want Noel and Tonberry to have green HP gauges to activate Adrenaline.

- It's now time to Stagger Raspatil. Alternate between Tri-disaster-X and Smart Bomb to boost the Chain Bonus to at least 950%. Manually refresh both Deshell and Imperil on Raspatil; otherwise, one or both can run out during the Stagger. Shift to Strike Team briefly so Yakshini can cast Faithga, then go all-out in Cerberus. You should be able to take out close to half of Raspatil's HP during this first Stagger, and have some time left over before the second wave of reinforcements arrive. Spend this time boosting the Chain Bonus as much as possible.

- After the second group of Varcolaci appears, shift to Bully and repeat the steps outlined for the first wave. Once they have been ushered from the battlefield, you will be ready to Stagger Raspatil for a second time. Try to refresh Deshell and Imperil before you do so.

- After the Stagger, switch to Tri-disaster-X and use Ultima Arrow, followed immediately by Cloudburst's Friendly Fire, which should be fully charged by now. Now shift to Cerberus and simply cast Ruin repeatedly. With any luck, you will take Raspatil out before the third wave of reinforcements appears, or even the end of the Stagger period. Even if the next group arrives, you may be able to focus fire on Raspatil with Tri-disaster-X if its HP gauge suggests that victory is close.

- If you are unable to realistically end the fight before the third wave appears, just repeat the cycle of actions one more time. Be sure to take out as many minions as you can to avoid any possibility of Aleph Zero being triggered. If you find this battle too technically demanding, you could alternatively leave this fight until your characters are more developed, making it less likely that Raspatil will survive beyond two Staggers.

THE VOID BEYOND (??? AF)

This small and eerie location is visited on three occasions during the core narrative, but has no direct access point on the Historia Crux. The only way to return here is to close Gates in Yaschas Massif (01X AF), Sunleth Waterscape (300 AF) or Academia (4XX AF) and repeat the necessary story tasks.

TREASURE

ICON	CONTENTS
1	Potent Chips (x6)
2	800 gil
3	'Prediction' Gate Seal
4	'The Calm' Gate Seal
5	Librascope

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Chelicerata (SAB – 20%)	Potent Sliver/ Mana Sliver	These Rift Beasts only appear during your third visit to The Void Beyond. Set up the Slash & Burn Paradigm immediately for fast and uneventful battles.
Clione (SYN – 20%)	Potent Droplet/ Power Sliver	
Meonekton (COM – 15%)	Potion/ Phoenix Down	
Nekton (RAV – 15%)	Potion/ Phoenix Down	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of the Void Beyond	Found in a treasure sphere close to the Spacetime Distortion on your first visit.

FRAGMENT OVERVIEW

NAME	NOTES
Etro's Sorrow	Obtained automatically during main storyline progression in your third visit to The Void Beyond.
Pulse's Resolution	
Lindzei's Desire	
Mwynn's Tenderness	
Bhunivelze's Sleep	
Transcript: Beneath a Timeless Sky	Requires the Paradox Scope. See "Paradox Ending: Beneath a Timeless Sky" for details.

SUMMARY: STORY OBJECTIVES

- On your first visit, simply interact with the Spacetime Distortion to continue.
- On your second visit, interact with the Spacetime Distortion once again to return to the Historia Crux.
- On your third visit, speak with each incarnation of Yeul to obtain the five Fragments, then interact with a sixth in the Throne of the Goddess area.
- See page 58 for a full walkthrough.

POINTS OF INTEREST

- During your second trip to The Void Beyond, don't neglect to pick up the 'Prediction' Gate Seal and 'The Calm' Gate Seal before you leave. The first enables you to close the Coliseum Gate, which isn't a big deal, but the second is for the Archylte Steppe – which is very useful.

- During your third (and most significant) stop in The Void Beyond, you obtain five Fragments in the course of natural story progression. Each offers a 600 CP bonus, which can be vital if Serah is drastically underleveled for the confrontation with Caius. Fortunately, the tools you need are right at hand: you can gain additional Crystogen Points, Potions and tufts of Phoenix Down by fighting the Rift Beasts in this area. If you cannot seem to beat Caius, try unlocking the Saboteur role to obtain the Wound ability. It's not pretty, and it won't be quick, but partnering Serah with a decent Sentinel (even the humble Pulse Knight) will enable you to exploit Caius's vulnerability to this spell while minimizing damage. If you equip the Grimoire Hat, you can heal through Potion use alone.

PARADOX ENDING: BENEATH A TIMELESS SKY

Once you have the Paradox Scope, you must replay the section of the story between the start of Academia (4XX AF) and the end of The Void Beyond to unlock this Paradox Ending. We would advise that you leave it until late in the post-story period when Serah has in excess of 5,000 HP. Though it is a challenge that can certainly be completed long before that point, this cuts the difficulty quite substantially. Ideally, you will need a strong monster Sentinel with the Mediguard ability to cut down on breaks for healing. If you favor the Bunkerbeast (which, despite its many virtues, lacks this staple skill), be sure to train it via an Infusion. A monster Commando with the Armor Breaker ability (a Dragoon, optimally with a +25% HP passive ability Infusion, should suffice) will also help to reduce the battle time. Finally, Serah should be equipped with a weapon that increases the ATB gauge refresh rate and accessories that boost her Magic or HP stats, and she should have a stock of at least five Wound Potions.

Close the Gate in Academia (4XX AF), activate the Paradox Scope, then complete the story objectives until you head to the Throne of the Goddess area to confront Caius.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	MONSTER	STRATEGY NOTES
Building Block	SYN	SEN	Set this as your default Paradigm before the battle begins, then use it to apply vital buffs to Serah and her monster companion.
Misdirection	COM	SEN	Used to stabilize the Chain Gauge.
Arcane Defense	RAV	SEN	Employ this Paradigm to safely increase the Chain Gauge.
Lifeguard	MED	SEN	This is primarily for emergency healing when Caius targets Serah.
Slash & Burn	RAV	COM	Used to inflict maximum damage on Caius before he employs Chain Break.
Stumbling Block	SAB	SEN	Used to remove Caius's buffs while setting up the Chain Gauge for a Stagger with Arcane Defense.

Strategy Overview:

- This version of Caius is much stronger than the one you faced during your first stay in this area, and will employ his Absolution and Body and Soul abilities to apply numerous status enhancements; he can also cast Chain Break at any time to reset the Chain Bonus to 100%. Start the battle with Building Block to apply a full set of four buffs to Serah and her monster Sentinel. As Caius begins the confrontation with a direct attack on her before the SEN can arrest his attention, make a brief switch to Lifeguard to heal.

- Caius will almost certainly have cast Body and Soul by now. Switch to Stumbling Block for at least three turns to dispel status enhancements and inflict Deshell. He is also susceptible to Poison (which negates his regenerative capacity), but this has a fairly low success rate.

- Switch to Arcane Defense to Stagger him, then switch to Misdirection to inflict harm. After the inevitable Chain Break, Caius will follow up with Absolution. This is your cue to return to Stumbling Block and repeat the previous steps.

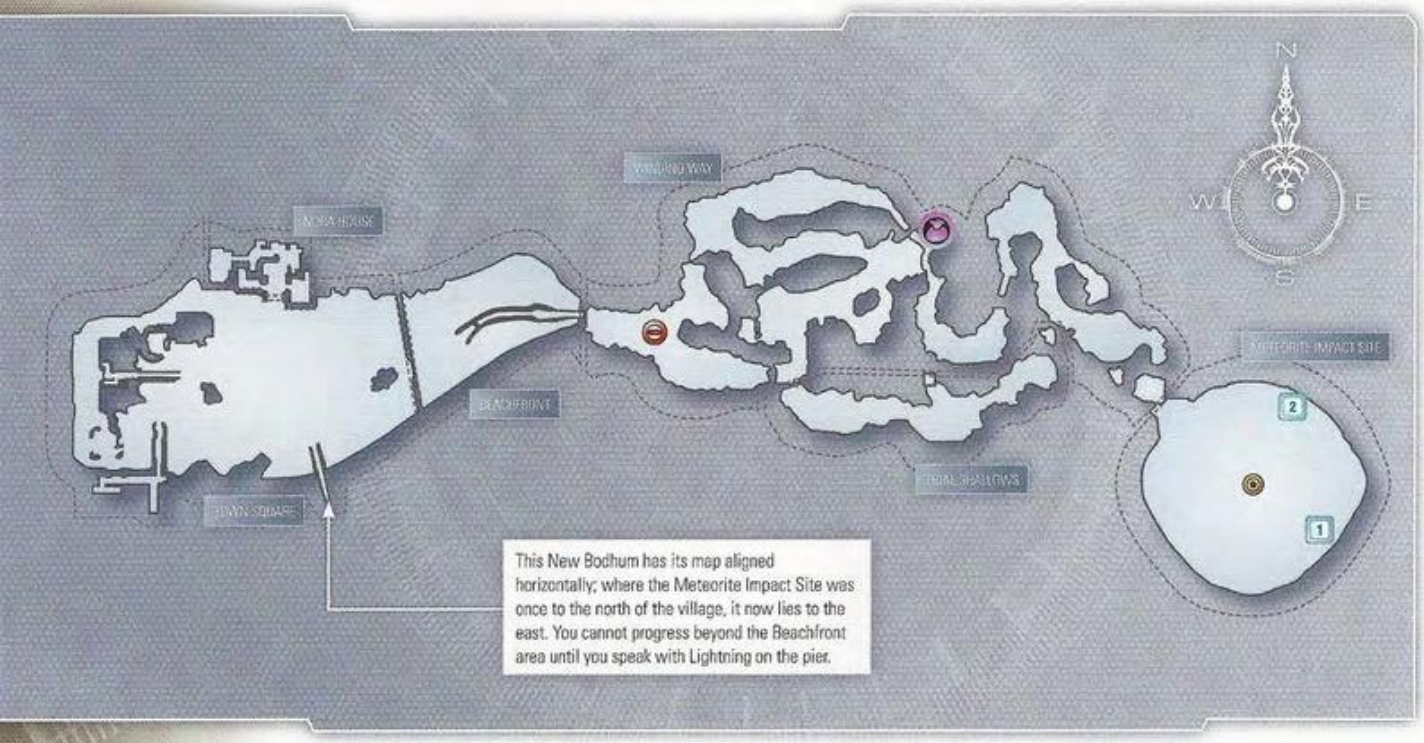
- While you can continue the above strategy (with occasional breaks for healing and buffing when required) to safely grind Caius to a defeat with cumulative Wound damage, this can take between 15 and 25 minutes. A faster but more risky strategy is to pick optimal moments to switch to all-out offensive with Slash & Burn. Watch Caius closely: you will notice breaks in his attack where he arrogantly circles the party. If you time your shift to coincide with this "dormant" phase, you can press for a quick KO.

- Caius will automatically restore himself when you first reduce his HP to zero, though any Wound damage you have inflicted will remain in effect.

When the battle ends, you will be returned to the Historia Crux, where the New Bodhum (??? AF) location will appear. Select this to view the Paradox Ending, and obtain the Transcript: Beneath a Timeless Sky Fragment and 10,000 CP. You can now open the Academia (4XX AF) Gate to continue your travels.

THE VOID BEYOND: NEW BODHUM

Also known as "Hollow Seclusion", this facsimile of New Bodhum in happier times can only be visited via a trip through The Void Beyond. Though you will need to revisit it at least once to unlock a Paradox Ending in A Dying World at a later date, you should still try to pick up its three Fragments during your first brief stay.



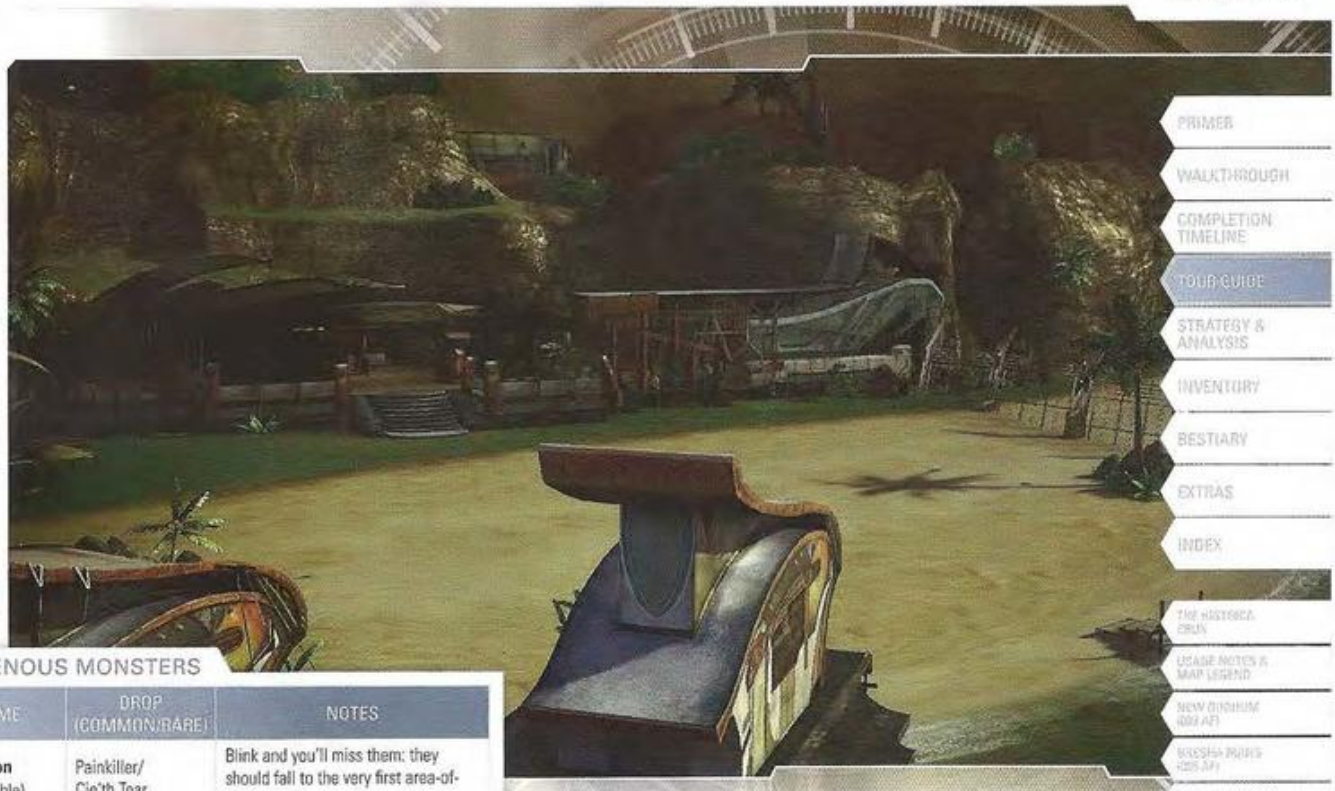
This New Bodhum has its map aligned horizontally; where the Meteorite Impact Site was once to the north of the village, it now lies to the east. You cannot progress beyond the Beachfront area until you speak with Lightning on the pier.

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Fang's Crown	Available in treasure boxes once you have spoken to Vanille.
2	Vanille's Fruit	

FRAGMENT OVERVIEW

NAME	NOTES
Transcript: Fate and Freedom	See the "Paradox Ending" entry.
Fang's Crown	See corresponding entry.
Vanille's Fruit	



INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Chonchon (untameable)	Painkiller/ Cie'th Tear	Blink and you'll miss them: they should fall to the very first area-of-effect spell.
Pantopoda (SAB – 10%)	Potent Booster/ Phoenix Blood	These Rift Beasts are perhaps a little too powerful for an average party at this stage in the story, especially with your ranks reduced by one. They are relatively rare here, but can be farmed in later destinations for their valuable drops; we suggest that you avoid them for now.
Pleuston (RAV – 10%)	Potent Orb/ Potent Essence	
Seeker (untameable)	Holy Water/ Cie'th Tear	Much the same as the Chonchon; an irrelevance by this stage in the story.
Strigoi (untameable)	Tear of Remorse/ Segmented Carapace	The Strigoi's "Wail" ability has a high probability of inflicting the Daze status ailment, which will prevent Serah and her monster companion from acting until the effect expires or they are attacked. You can remove it immediately with a Remedy.

SUMMARY: STORY OBJECTIVES

- Enter the NORA house, then speak to Lightning on the pier. Refuse her offer.
- Fight your way to the Meteorite Impact Site, then speak to the person at the waypoint. Interact with the Spacetime Distortion to return to the Historia Crux, then select A Dying World to continue.
- See page 59 for a full walkthrough.

PARADOX ENDING: FATE AND FREEDOM

When you speak to Lightning on the pier, select "Yes" when the Live Trigger appears to unlock this Paradox Ending and obtain the Transcript: Fate and Freedom Fragment and 1,500 CP. After the cinematic ends, you will be returned to the Historia Crux. Select the Hollow Seclusion destination. When you converse with Lightning a second time, be sure to rebuff her offer.

FRAGMENTS: FANG'S CROWN & VANILLE'S FRUIT

These two Fragments appear in treasure boxes in the Meteorite Impact Site once you have spoken to Vanille during your progression in the main storyline (📷 01). Be sure to collect them both before you leave. The only way to return to Hollow Seclusion is to close the Academia (4XX AF) Gate at the Historia Crux, then complete all objectives up to the end of the fight with Caius in The Void Beyond.

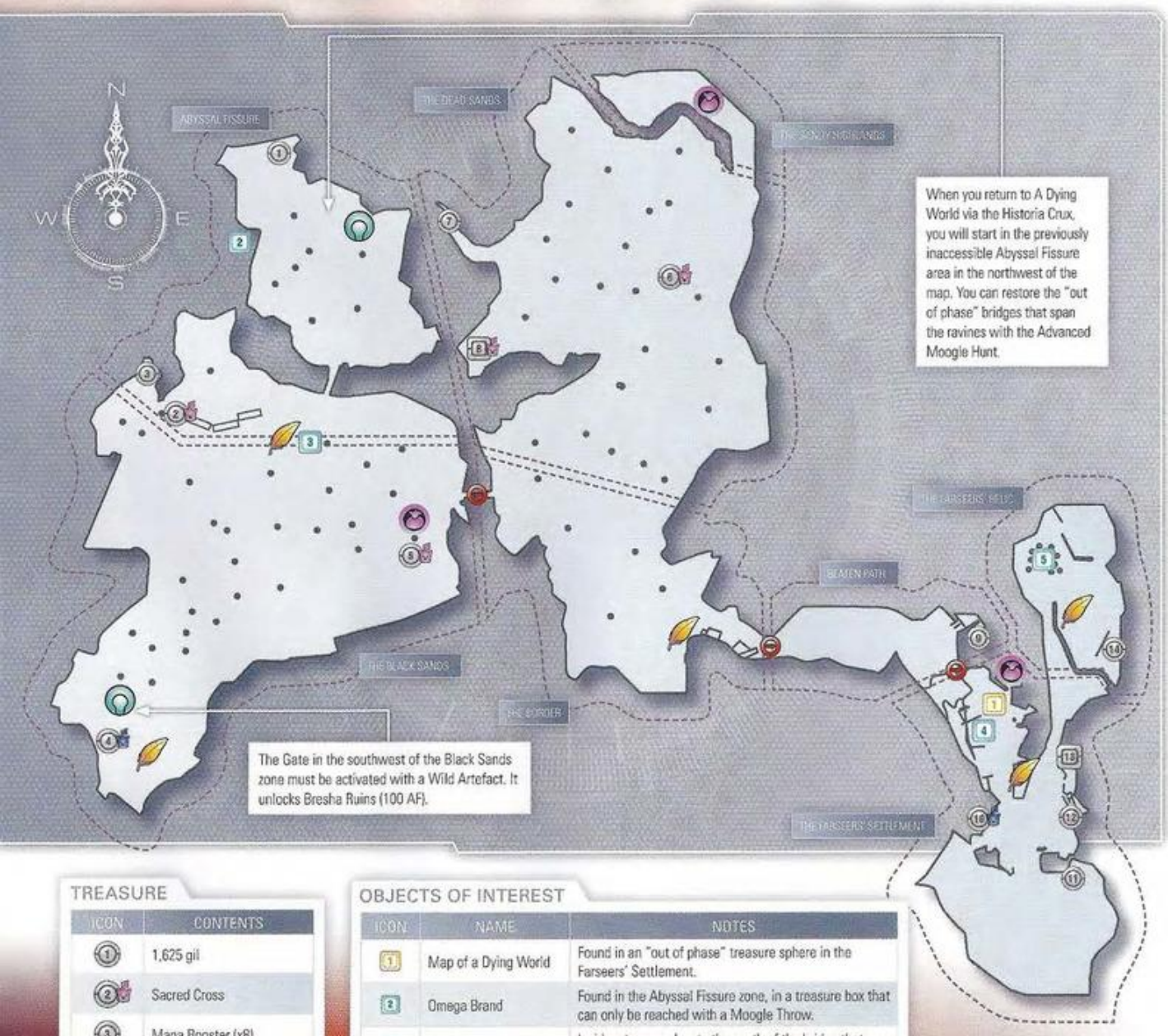
01

POINTS OF INTEREST

- Though Chocolina has a store set up on the Winding Way, her inventory offers nothing new. As there are no items to collect or points of interactivity, take the Tidal Shallows shortcut to reach the waypoint at the Meteorite Impact Site.
- Though you should be well acquainted with the Chonchon and Seeker by now, the Strigoi, Pantopoda and Pleuston are new enemy varieties. Don't feel obliged to fight them: all three appear in other areas, and the rewards they offer really aren't worth the trouble of facing them with a party of two.

A DYING WORLD (700 AF)

Though you can open a number of treasure spheres and treasure boxes on your story-focused journey through this desolate location, we find that it is better to leave them for later and collect them methodically when you return to pick up additional Fragments.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W
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S
ABYSSAL FISSURE
THE DEAD SANDS
THE ROCKY HIGHLANDS
THE FARSEERS' RELIC
SEAMEN PATH
THE BLACK SANDS
THE BORDER
THE FARSEERS' SETTLEMENT
When you return to A Dying World via the Historia Crux, you will start in the previously inaccessible Abyssal Fissure area in the northwest of the map. You can restore the "out of phase" bridges that span the ravines with the Advanced Moogle Hunt.
The Gate in the southwest of the Black Sands zone must be activated with a Wild Artefact. It unlocks Bresha Ruins (100 AF).

TREASURE

ICON	CONTENTS
1	1,625 gil
2	Sacred Cross
3	Mana Booster (x8)
4	Power Booster (x9)
5	Platinum Casino Ticket
6	Vitality Essence (x10)
7	Obsidian Choker
8	Golden Chocobo
9	Pain Dampener
10	Phoenix Down
11	1,500 gil
12	White Cape
13	'Promises' Gate Seal
14	Power Essence (x8)

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Map of a Dying World	Found in an "out of phase" treasure sphere in the Farseers' Settlement.
2	Omega Brand	Found in the Abyssal Fissure zone, in a treasure box that can only be reached with a Moogle Throw.
3	Chaos Brand	Inside a treasure box to the south of the bridge that links the Abyssal Fissure and Black Sands areas.
4	Ultima Brand	Perform a Moogle Throw into the well in the Farseers' Settlement area.
5	Wild Artefact	Perform a Moogle Hunt close to the Oracle Drive in The Farseers' Relic.

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NEW BODHUM (622 AF)
BRESHA RUINS (621 AF)
YASCHAS MASSIF (616 AF)
DERSA (200 AF)
YASCHAS MASSIF (616 AF)
AUGUSTA TOWER (328 AF)
SUNLETH WATERSCAPE (300 AF)
COLOSSEUM (777 AF)
THE ARCHYLTE STEPPE (777 AF)
SERENDIPITY (777 AF)
BRESHA RUINS (385 AF)
YASCHAS MASSIF (110 AF)
ACADEMIA (400 AF)
YASCHAS MASSIF (100 AF)
SUNLETH WATERSCAPE (400 AF)
AUGUSTA TOWER (269 AF)
ACADEMIA (100 AF)
THE VILE PEAKS (200 AF)
THE VILE PEAKS (600 AF)
DERSA (100 AF)
DERSA (400 AF)
THE VOID BEYOND (777 AF)
A DYING WORLD (700 AF)
NEW BODHUM (760 AF)
BRESHA RUINS (400 AF)
ACADEMIA (300 AF)
VALHALLA (777 AF)

FRAGMENT OVERVIEW

NAME	NOTES
Gogmagog Fragment Gamma	Obtained through core story progression.
Omega Brand	Can only be collected once you return here via the Historia Crux. See "Fragments" for further details.
Chaos Brand	
Ultima Brand	
Transcript: Heir to Chaos	See the "Paradox Ending" entry for details.

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Apotamkin (RAV – 2%)	Potent Orb/ Enigmatic Fluid	Low-level parties may need to start the battle in Delta Attack when they face these Spooks in large numbers. See "Points of Interest" for further information.
Garganzola (COM – 2%)	Potent Orb/ Mutant Extract	Powerful and resilient, even fairly well-leveled parties should treat these opponents with respect – especially when encountered in groups of three. Start the battle with Delta Attack, heal as required, then switch to Relentless Assault to accelerate the battle time in the closing stages of the fight.
Metallicactuar (COM – 5%)	Potent Booster/ Hermes Sandals	This rare and unusual monster can appear in all areas where monster confrontations are possible. See "Points of Interest" for details.
Pantopoda (SAB – 10%)	Potent Booster/ Phoenix Blood	These opponents can appear in all areas after the confrontation with Gogmagog, but disappear from the map once you leave via the Spacetime Distortion at The Farseers' Relic.
Pleuston (RAV – 10%)	Potent Orb/ Potent Essence	
Chonchon (untameable)	Painkiller/ Cie'th Tear	Cie'th only appear in and around the Farseers' Settlement zone, and are completely absent from the larger western section of the map.
Seeker (untameable)	Holy Water/ Cie'th Tear	
Strigoi (untameable)	Tear of Remorse/ Segmented Carapace	

SUMMARY: STORY OBJECTIVES

- Follow Noel, approaching him (or interacting with other characters when the speech bubble icon appears) until you reach a short fight with Caius.
- Continue to trail Noel until you trigger a confrontation with Gogmagog.
- Travel to the waypoint in the Farseers' Relic area and interact with the Oracle Drive. Speak with Mog, then step into the Spacetime Distortion to leave.
- See page 60 for a complete walkthrough.

WILD ARTEFACT

When you return to A Dying World from the Historia Crux, travel to The Farseers' Relic and perform a Moogle Hunt close to the Oracle Drive. Examine it to begin a cutscene. When the Live Trigger appears, the correct answer is "I can do this."

Once the conversation ends, collect the Wild Artefact that appears (01). This is the ninth (and final) of these items that you can collect for free. The tenth, required for 100% completion, must be purchased from Serendipity: see page 117.

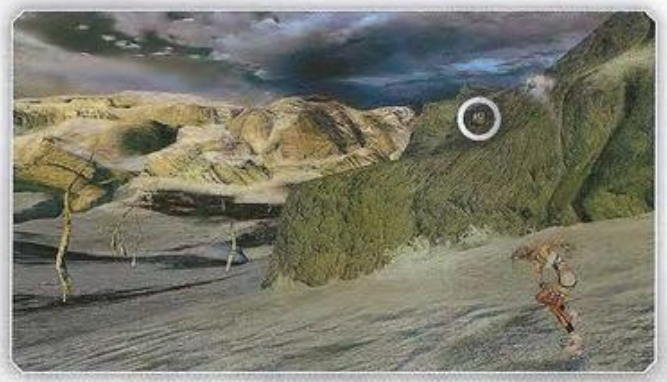
01

FRAGMENTS

A Dying World has three Fragments that can be retrieved from treasure boxes once you return via the Historia Crux. Each one leads to a bonus of 800 Crystogen Points:

- **Omega Brand:** This is found in a treasure box on a rock outcrop directly west of the Gate in the Abyssal Fissure zone. Use a Moogle Throw to open it (02).
- **Chaos Brand:** Inside a treasure box to the south of the bridge that links the Abyssal Fissure and Black Sands areas, right next to a Rambunctious Chocobo (03).
- **Ultima Brand:** You'll hear this one before you see it. Perform a Moogle Throw into the well in the Farseers' Settlement area (04).

03



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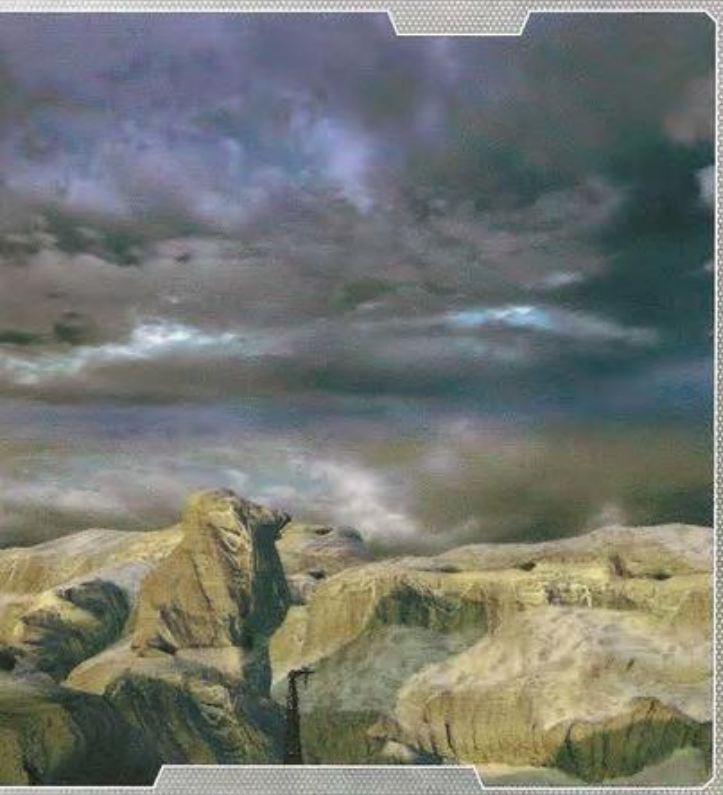

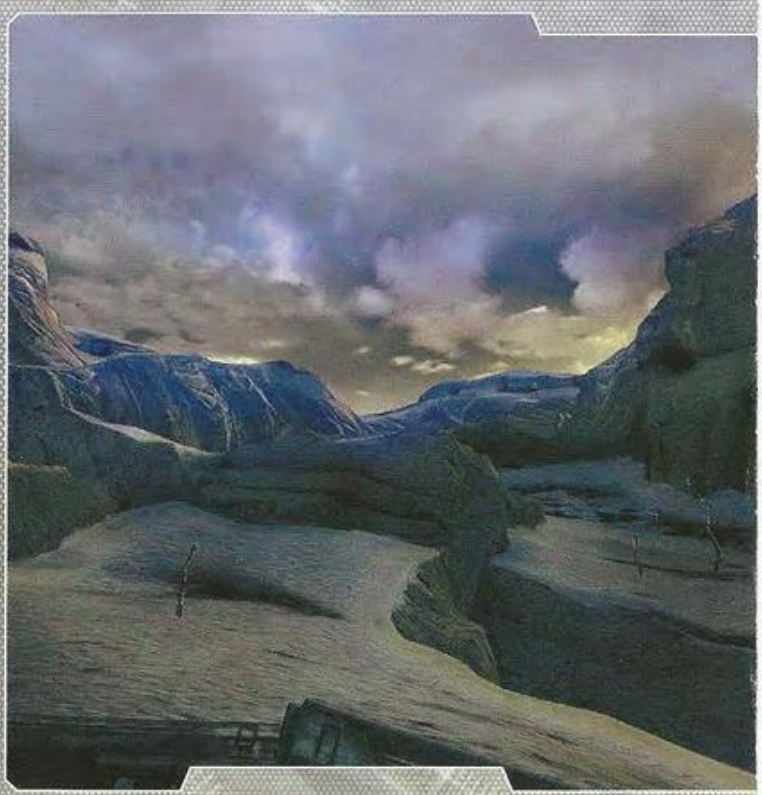

PARADOX ENDING: HEIR TO CHAOS

You must finish the main storyline and obtain the Paradox Scope to unlock this well-hidden Paradox Ending. It would be wise to wait until Noel has over 6,000 HP before you attempt it; this makes the battle result a formality. Close the Academia (4XX AF) Gate, be sure to deactivate the Paradox Scope, then replay all story objectives until you reach New Bodhum. With the potential Beneath a Timeless Sky Paradox Ending safely behind you (see page 175), reactivate the Paradox Scope, then continue on to reach A Dying World.

Once again, Caius is a far stronger opponent – but this fight is actually much easier than Serah's trial in The Void Beyond. Start by casting buffs (Vigilance being fairly critical), then – after a brief break to heal injuries sustained in his opening combo – switch to the Saboteur role to inflict Deprotect. You can then jump to Ravager to Stagger Caius, before a transition to Commando for the *coup de grâce*. Your opponent will use his classic trick of fully replenishing his HP when you first reduce his gauge to zero but, lacking any buffs or the advantage of a first strike after his revival, he's much easier to knock down a second time.

When the battle ends, you will be returned to the Historia Crux. Select the new A Dying World (??? AF) location to view the Paradox Ending cinematic. When it ends, your reward is 10,000 CP and the Transcript: Heir to Chaos Fragment.

05

POINTS OF INTEREST

- The Metallicactuar can appear in all areas where enemy confrontations take place, though we would recommend the Farseers' Settlement as the most efficient hunting ground – the Cie'th in that area are much easier to escape from than the Garganzola and Apotamkin in the west of the map. If you achieve a Preemptive Strike, this diminutive devil will use its Shadowbind ability to dispel Haste, before repeating it to "freeze" party members in place; in a standard encounter, it will just freeze them immediately. Once both Serah and Noel are static, the Metallicactuar will flee. At high levels, it's just about possible to deplete the creature's HP with Relentless Assault before it can make its escape. At lower levels, you can instead use an interesting trick. If you set up a Paradigm with at least one Sentinel and a Synergist, the Metallicactuar will instead opt to use its (rather inconsequential) Kick ability. Once your party has a handful of buffs, switch to Relentless Assault to end the fight. This creature can be tamed and has the Hermes Sandals accessory as its rare drop.

- A treasure box on the west side of the Dead Sands area contains the Golden Chocobo crystal (05). This is the only one of these in the entire game, so be careful not to carelessly lose or infuse it. This Well-Grown monster is a solid, reasonably cost-effective COM that can grow to have in the region of 836 Strength, 663 Magic, 8,356 HP, most major Commando abilities and the very useful Armor Breaker ability. It can also perform well in the Serendipity Chocobo races (see page 119).

- The 'Promises' Gate Seal enables you to lock the Academia (4XX AF) Gate at the Historia Crux. This is essential to obtain two Paradox Endings.

- If you would like to purchase the Angel's Bow and Nomad's Machete weapons from Chocolina, you can farm Strigoi in the Farseers' Settlement area to obtain their exclusive rare drop: the Segmented Carapace.

- The Apotamkin has a miserly 2% base crystal capture rate, but it's a worthwhile addition to your Paradigm Pack – especially if you need to farm generic monsters for rare drops. An Early Peaker that requires 66 Grade 3 Monster Materials to max out, it has the Gilfinder II and Item Collector passive abilities, and all elemental spells in its repertoire. Its maxed HP (using Potent Orbs) is rather low at 3,544, but you can address this with a suitable Infusion – a cheap Level 20 Pulse Knight will offer an increase to a serviceable 4,390 HP. The Apotamkin is also your sole source of the Enigmatic Fluid Component, required for a handful of Durable accessories.

- The Apotamkin and Garganzola opponents offer a plentiful supply of Potent Orbs, with the former presenting the optimal farming opportunity – they're easier to beat, and usually appear in greater numbers. The Garganzola also has the Mutant Extract Component as its rare drop – a requisite for the Trollspike and Shellbreaker weapons.

- Closing the A Dying World Gate and visiting the location restarts you at the point where Mog reappears in the Farseers' Relic zone. If you would like to repeat the main story events that occur in this area, you will need to close the Gate in Academia (4XX AF) and play through The Void Beyond and Hollow Seclusion beforehand.

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NEW BODHUM (700 AF)

This brief trip to Serah's deserted hometown lies at the end of the main story section that began in The Void Beyond, and ends with a return to the full Historia Crux.

TREASURE

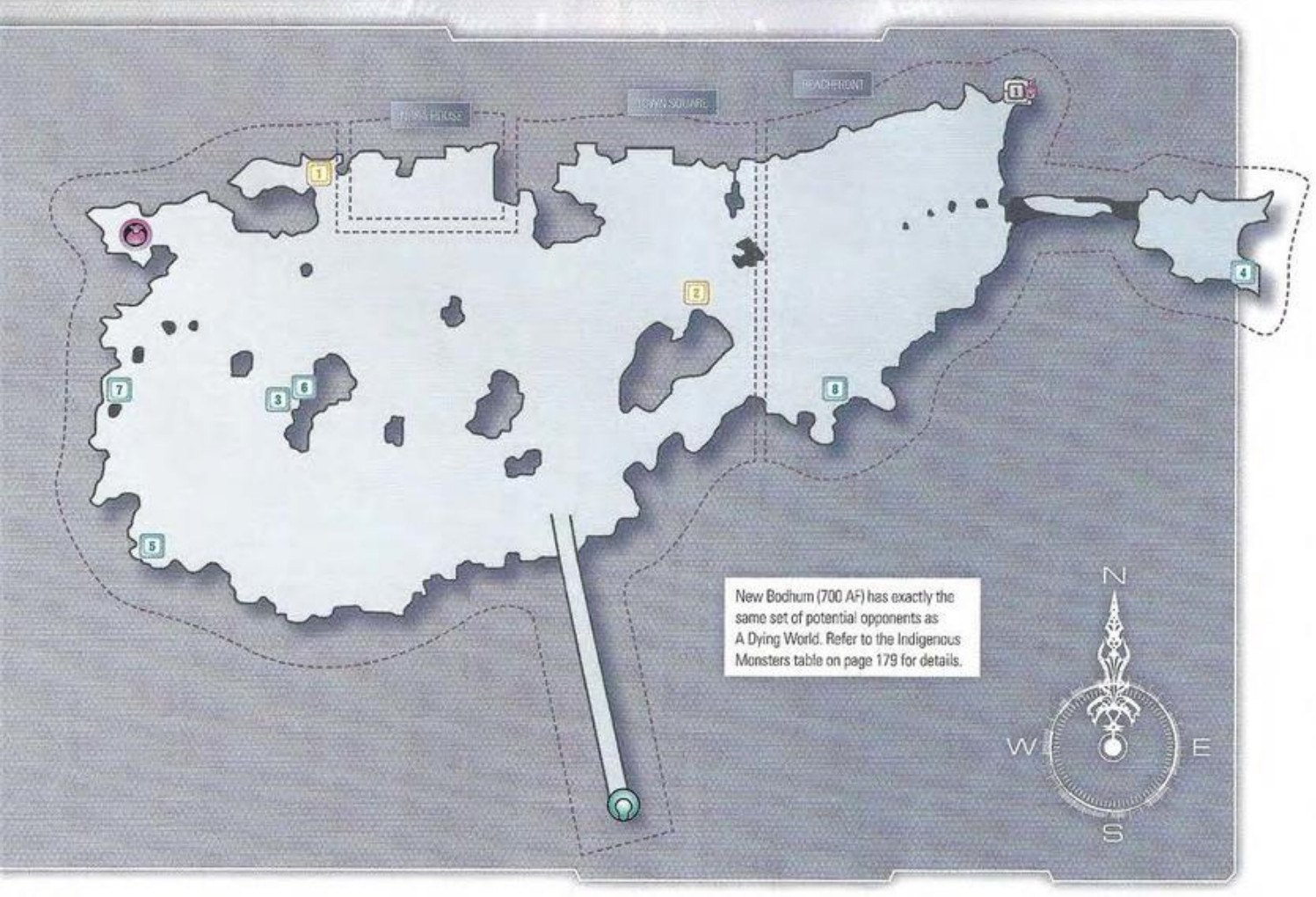
ICON	CONTENTS
1	Phoenix Blood

FRAGMENT OVERVIEW

NAME	NOTES
Cartesian Board	See the "Fragments" entry.
Laplacian Board	
Hope's Message	
Noel's Message	
Serah's Message	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Artefact of the Ark	Obtained automatically during main storyline progression.
2	Map of New Bodhum (700 AF)	Found in a treasure box in the Town Square area.
3	Supply Sphere Access Code	Found inside the same treasure box as the Hope's Message Fragment.
4	Cartesian Board	Found in an "out of phase" treasure box on the east side of the Beachfront area.
5	Laplacian Board	Inside a hidden treasure box on the west side of the Town Square area.
6	Hope's Message	Found in an Advanced Moogle Hunt treasure box on the west side of the Town Square.
7	Noel's Message	Complete the main storyline and return to the area with the Paradox Scope enabled.
8	Serah's Message	



New Bodhum (700 AF) has exactly the same set of potential opponents as A Dying World. Refer to the Indigenous Monsters table on page 179 for details.

SUMMARY: STORY OBJECTIVES

- Interact with the Spacetime Distortion.
- Collect the Artefact of the Ark from its position just to the west of the derelict NORA House.
- Use the Artefact of the Ark to activate the Gate and return to the Historia Crux. This unlocks A Dying World (700 AF), New Bodhum (700 AF) and Academia (500 AF) as possible destinations. Choose the latter to continue the main storyline.
- See page 61 for a full walkthrough.

ADVANCED MOOGLE HUNT

01

The Advanced Moogle Hunt enables Mog to reveal items (usually treasure spheres and treasure boxes) that are more profoundly "out of phase" with their surroundings; these are easily identified by the rings that rotate around them (📷 01). It replaces the standard Moogle Hunt, and is functionally identical: just tap R1/RB to scan Mog's immediate surroundings.

Once you return to the Historia Crux, there are two treasure spheres that you can now open in locations visited at an earlier date. The first (containing the Blue Pilot's Badge adornment) is on the 13th Floor in Augusta Tower (300 AF); the second (containing an Elixir) is in the Grand Avenue Palace of Dreams area in the 400 AF or 4XX versions of Academia.

FRAGMENTS

There are three Fragments that you can collect on your first visit to this area, and a further two that you can pick up after you complete the main storyline. Each one offers a bonus of 600 Crystogen Points.

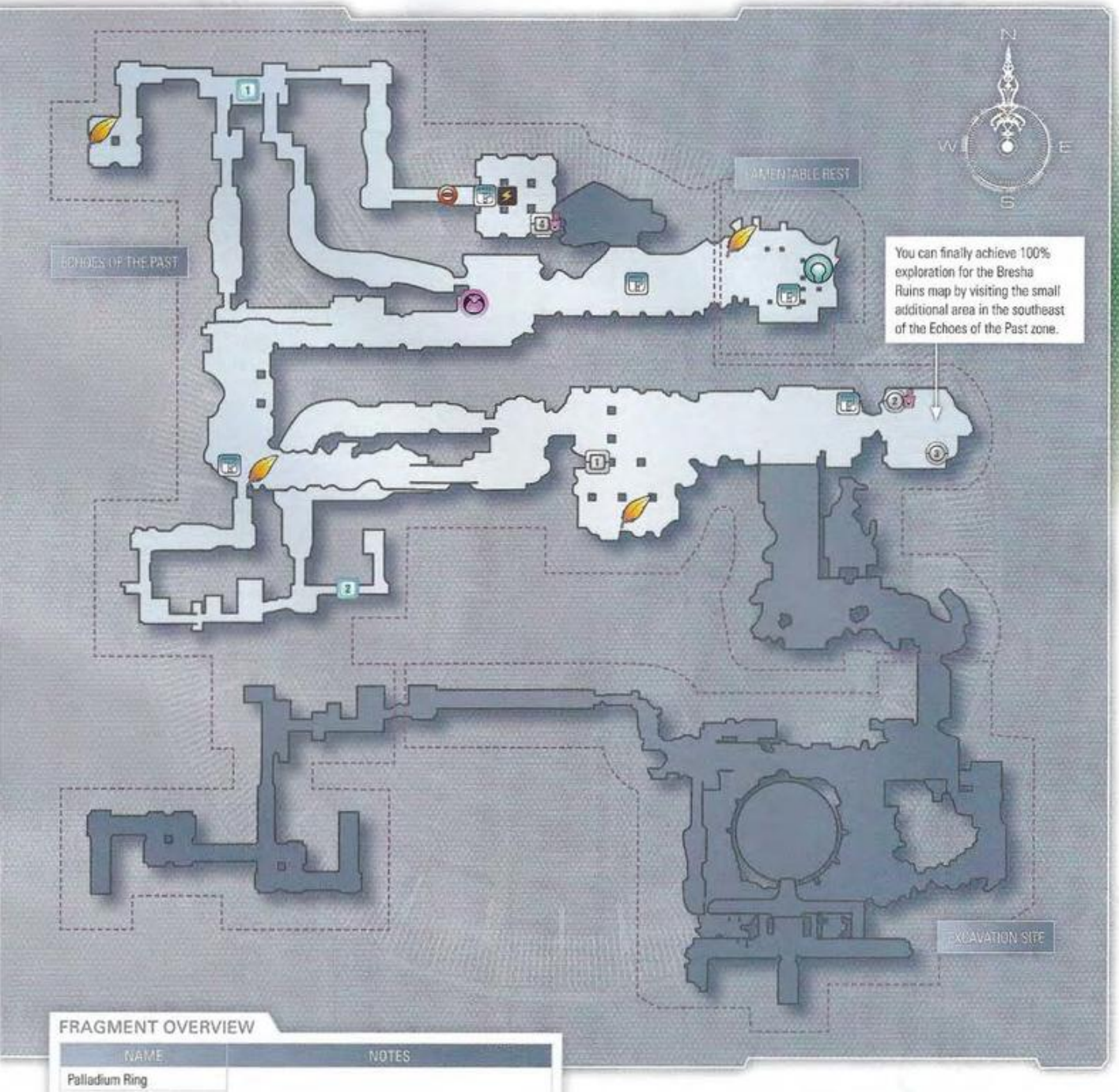
- **Cartesian Board:** This is found on the far east side of the map, hidden among tree branches. On arrival in the area for the first time, you cannot perform the necessary Moogle Hunt to reveal and Moogle Throw to open it until the Live message disappears.
- **Laplacian Board:** Move to the southwest side of the Town Square area and wait until Mog reacts; he will push through the branches to approach an "out of phase" treasure box. Perform a Moogle Hunt once he is in position, then use a Moogle Throw to collect the Fragment from the box.
- **Hope's Message:** After interacting with the Spacetime Distortion and obtaining the Advanced Moogle Hunt, this Fragment is hidden inside a treasure box in the center of the Town Square area.
- Once you have the Paradox Scope, return to New Bodhum (700 AF) with the Paradox Scope enabled to collect the final two Fragments. **Serah's Message** is found in the south of the Beachfront area; **Noel's Message** is on the far west side of the Town Square.

POINTS OF INTEREST

- You must fully explore this location and New Bodhum (003 AF) to obtain the Travel Guide: New Bodhum Fragment from Miss Horizon in Academia (400 AF).
- Cie'th are most common on the west side of the map; on the east side, Pantopoda and Pleuston are the most common enemy types. The Garganzola and Apotamkin tend to appear in front of the derelict NORA House.
- Unlike A Dying World, the Pantopoda and Pleuston enemies are not removed from this map once you return to the Historia Crux, which makes it a great place to farm Pleustons for their rare drop, the Potent Essence. You will also accumulate a healthy stock of Potent Orbs, with a (albeit small) chance of occasional vials of Phoenix Blood.
- Once you leave New Bodhum to return to the Historia Crux, head straight for Serendipity to collect two new Fragment Skills from the Mystic. The Anti-grav Jump gives your party leader a limited capacity to float when you hold ⭕/Ⓑ, increasing their maximum jumping distance. This skill is a must for the platforming puzzles in Academia (500 AF). The Bargain Hunter skill is no less valuable: it reduces the cost of all items in shops (including the Casino Vendors in Serendipity) by 25%.

BRESHA RUINS (100 AF)

The final "optional" destination on the Historia Crux, Bresha Ruins (100 AF) features a complex side quest that enables Serah and Noel to tie up loose ends in Bresha Ruins (300 AF) and Yaschas Massif (100 AF).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LAMENTABLE REST
ECHOES OF THE PAST
You can finally achieve 100% exploration for the Bresha Ruins map by visiting the small additional area in the southeast of the Echoes of the Past zone.
EXCAVATION SITE

FRAGMENT OVERVIEW

NAME	NOTES
Palladium Ring	These Fragments are obtained by completing their related side quests in the order presented here.
Osmium Ring	
Ruthenium Ring	
Rhodium Ring	
Adamantite Ring	
Kalavinka Fragment	

OBJECTS OF INTEREST

ICON	NAME	NOTES
1	Weapon Material	Key item for the Palladium Ring side quest.
2	Monster Analysis Report	Key item for the Osmium Ring side quest.

TREASURE

ICON	CONTENTS
1	'Eternity' Gate Seal
2	Elixir
3	Chrysalis Arc
4	'Disaster' Gate Seal

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Don Tonberry (COM – 10%)	Scarletite/ Hermes Sandals	A rare and powerful Distortion enemy; see its entry below for details.
Munchkin (COM – 10%)	Potent Engine/ Power Booster	These are no challenge to your party at this stage in the story. The Munchkin Maestro is encountered less frequently than its smaller kin.
Munchkin Maestro (RAV – 10%)	Potent Engine/ Vitality Booster	
Purple Chocobo (SYN – 15%)	Chocobo Plume/ Afro & Purple Chick	An uncommon opponent, the Purple Chocobo can also be found in Bresha Ruins (300 AF). See page 126 for details.
Tempest (RAV – 10%)	Rhodochrosite/ Wind Aegis	Unremarkable as an opponent, but its rare drop is the final Aegis accessory that you can collect.

DON TONBERRY

RECOMMENDED PARTY

PARTY BUILD	SERAH (LEADER)	NOEL
HP	2,750	3,500
Strength	-	-
Magic	350	-
COM	-	-
RAV	Lv. 60; Bonus Boost II	-
SEN	-	Bonus Boost II
SAB	-	-
SYN	-	-
MED	Lv. 30; Bonus Boost II	-
ATB Level	4	4
Accessory Capacity	70	50
Special Required	Yes	No
Weapon	Indrajit	-
Accessories	Physical resistance	Bloodguard

PARADIGM PACK

MONSTER	ROLE	LEVEL	NOTES
Dragoon	**COM**	**20**	Max out this Commando with Power Chips to learn Armor Breaker, which makes him ideal for this fight. Don Tonberry halves all physical and magical damage.
Yakshini	**SYN**	**30**	You will definitely want at least the first Crystarium expansion for an extra ATB segment. With the second expansion, you can select Bonus Boost to increase the duration of Bravery and Faith.
Flanitor	**MED**	**23**	Take the three extra levels past the first Crystarium expansion for the HP boosts and Cura. Choose an extra ATB segment as your expansion bonus.

SUGGESTED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER
Delta Attack	**RAV**	**SEN**	**Dragoon**
Delta Attack	**RAV**	**SEN**	**Dragoon**
Riot Shield-X	**RAV**	**SEN**	**Yakshini**
Solidarity	**MED**	**SEN**	**Dragoon**
Combat Clinic	**MED**	**SEN**	**Flanitor**
Consolidation	**SEN**	**SEN**	**Flanitor**

Strategy Overview:

- Don Tonberry cycles through two distinct phases: the "Knife" phase (default) and the "Bloody Knife" phase. Each is punctuated by the clearing of the Chain Gauge. With proper execution, this battle should be over after the enemy goes through both these phases exactly once. Don Tonberry is immune to all status ailments, so Saboteurs are useless in this fight.

- After one turn in Delta Attack, shift to Riot Shield-X and allow Yakshini to bestow Bravery and Faith on everyone. Once this is done, return to Delta Attack. You should be close to achieving a Stagger; use Ultima Arrow immediately after doing so. Use the ATB Refresh technique between the two Delta Attack Paradigms to maximize your damage (see page 199). If anyone is in need of healing, use Solidarity. The reason for this very aggressive opening is that Don Tonberry becomes much more resistant to Chain Bonus growth during the Bloody Knife phase. Therefore, you should aim to deplete 40-50% of his health during the Knife phase.

- Do not neglect your health too much. Use Solidarity and Combat Clinic as needed and be sure to remove Poison from anyone other than Noel. At the end of the Knife phase, Don Tonberry will use Deep-seated Grudge, which does heavy damage to the whole party. Tank the hit with Consolidation and heal up in Combat Clinic before you begin to increase the Chain Gauge in Delta Attack.

- During the Bloody Knife phase, Don Tonberry will attack Noel repeatedly and chip away at his health, causing Wound damage; this can become unmanageable without a Bloodguard accessory or Wound Potions. Otherwise, this is actually the easier of the two phases to deal with, as Noel will attract the enemy's undivided attention, leaving Serah and the Dragoon to prepare for another Stagger. Use Solidarity when necessary to heal Noel.

- Wait until the Chain Bonus is at around 190% during the Bloody Knife phase before shifting to Riot Shield-X. Yakshini should finish buffing just before the Stagger. Now switch between the two Delta Attacks to pile on the damage. The end of the Stagger period should roughly coincide with the "Vengeance is...forgotten" notification, signaling the end of the Bloody Knife phase. If you do not defeat him beforehand, finishing off Don Tonberry will by now be little more than a formality.

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FRAGMENT: PALLADIUM RING

To begin this side quest, speak to Pat, who is standing a short walk away west of your starting position. Head into the northwest tunnel to find a treasure box (📷 01); after the necessary Moogle Hunt, open it to collect the Weapon Material key item. To save on travel time, continue on to complete the Osmium Ring and Ruthenium Ring side quests before you return to Pat. Once you hand the Weapon Material over, you will be rewarded with the Palladium Ring Fragment and 1,000 CP.

01

FRAGMENT: OSMIUM RING

Speak to the Professor by the north entrance to the west tunnel section to begin the Osmium Ring side quest. Head straight into the tunnel, then use the Moogle Hunt ability to reveal the Assistant on the east side (📷 02). Strike up a conversation to obtain the Monster Analysis Report, then return this to the Professor to obtain the Osmium Ring Fragment and 1,000 CP.

02

FRAGMENT: RUTHENIUM RING

Speak to Walter in the southeast of the Echoes of the Past area to begin the Ruthenium Ring side quest, then talk with the nearby Raymond three times (📷 03), offering the following conversational gambits when each Live Trigger prompt appears:

- "Are you the famous Raymond?"/"You've gotta be the famous Raymond."
- "That's an extraordinary weapon!"/"That's an amazing weapon."
- "I'd love for you to teach me how to fight!"/"You've gotta teach me how to fight sometime!"

You receive the Ruthenium Ring Fragment and 1,000 CP automatically on completion of the third Live Trigger, though you can still speak to Walter to learn about the results of the research if you wish.

03

FRAGMENT: RHODIUM RING

Requirements: Complete the Palladium Ring, Osmium Ring and Ruthenium Ring side quests.

Speak to Ronan by the gravestone in the Lamentable Rest area to begin the Rhodium Ring side quest (📷 04). Return to the Historia Crux and travel to Bresha Ruins (300 AF), then head for Lamentable Rest. Examine the stuffed carbuncle to obtain the Old Device key item, then return it to Ronan to acquire the Rhodium Ring and 1,000 CP. This also triggers a cutscene where Serah and Noel speculate on the cause of the local paradox; once this ends, the barrier that barred the party's passage into the room with the control device in the northwest tunnel is removed. This unlocks the Adamantite Ring side quest.

FRAGMENT: ADAMANTITE RING

Requirements: Complete the Rhodium Ring side quest.

Head to the room with the Atlas control device and speak to Porter to begin the Adamantite Ring side quest (📷 05). This challenges you to find two passwords in different Historia Crux locations. These are actually Fragments, so completing this quest also enables you to reach 100% completion for Yaschas Massif (110 AF) and Bresha Ruins (300 AF).

- **Control Device Password 1:** Visit Yaschas Massif (100 AF) and speak to Uma at the command center in the Paddraean Archaeopolis to obtain the Thorne's Information key item. Return to the Historia Crux, then travel to Yaschas Massif (110 AF). Head to the dead end directly south of the Archaeopolis and perform a Moogle Hunt to reveal the "out of phase" man there. Speak to him, then answer "Thorne" when the Live Trigger appears to obtain the password.
- **Control Device Password 2:** Travel to Bresha Ruins (300 AF) and head to the room with the Atlas control device. Speak to the officious Government Agent, then examine the device to begin three Tile Trial Temporal Rift puzzles: see page 247 for solutions.

Once you have both passwords, return to Porter in 100 AF to obtain the Adamantite Ring Fragment and 1,000 CP. As this quest enables you to collect the final Fragment in the Yaschas Massif areas, you may now also be able to obtain the Encounter Master Fragment Skill: see page 125.

05

FRAGMENT: KALAVINKA

Requirements: Complete the Adamantite Ring side quest.

Speak to Porter again to trigger a cinematic, then accept the Kalavinka Fragment side quest. Travel to the waypoint in the southeast of the map to begin a fight with the monster (📷 06). If you have a suitable Synergist and Saboteur, the Premeditation Paradigm (SYN, SAB, SEN) can both accelerate the battle (Kalavinka is susceptible to Deprotect) and provide additional protection for less well-developed parties. Delta Attack and Solidarity are the only two other Paradigms you will need, and will suffice if Serah and Noel are not yet suited to Premeditation.

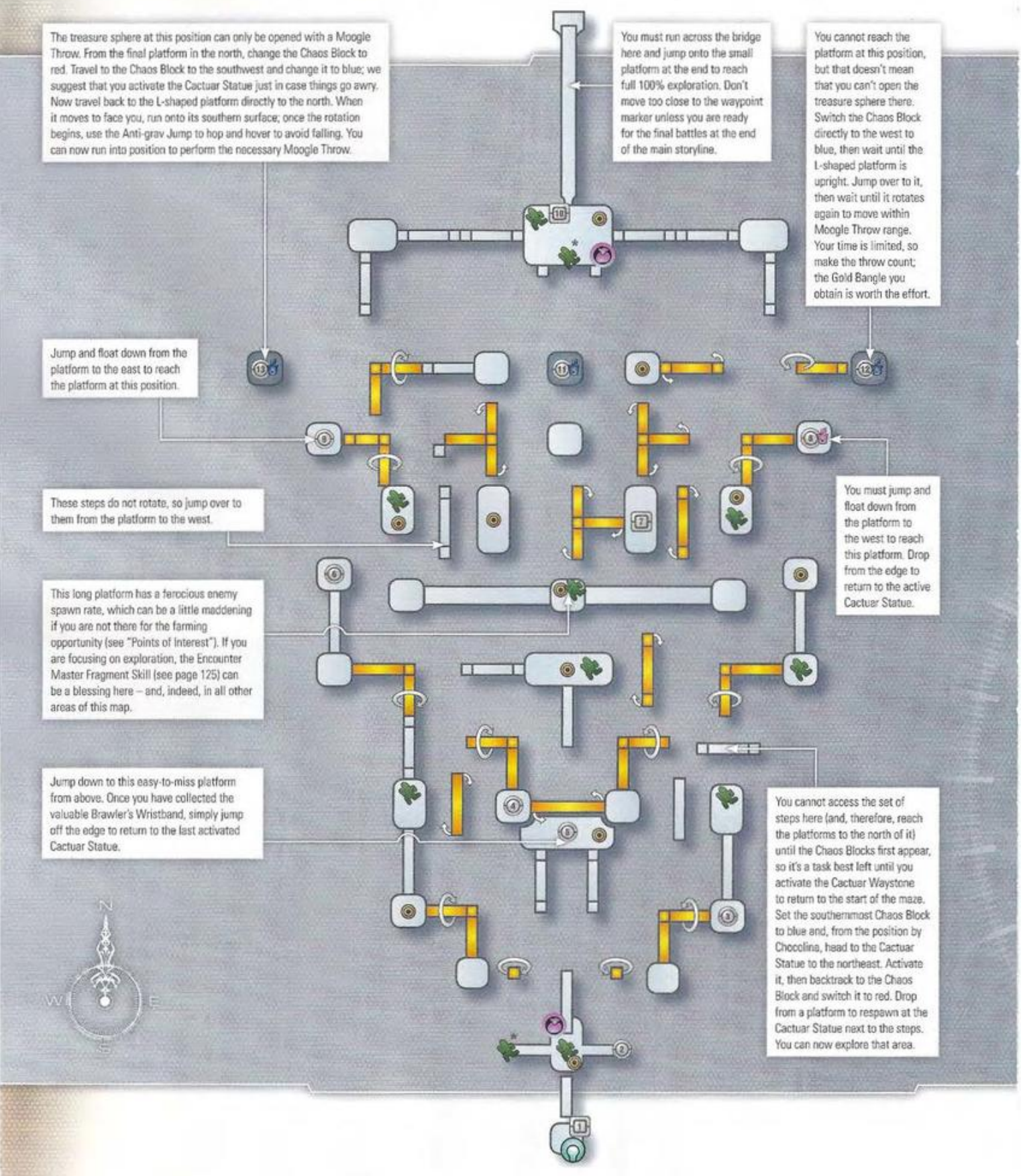
Kalavinka has some powerful attacks (Hellstorm Bolt being a particular danger), but these are perfectly manageable with a suitable Sentinel present. Spend a few turns in Premeditation to apply buffs and inflict Deprotect and Deshell, then switch to Delta Attack to go on the offensive. Despite its billing as a beast that can threaten the safety of an entire world, Kalavinka falls quickly once Staggered.

Your reward for defeating this beast (and, perhaps, for overlooking the earlier hyperbole) is the Kalavinka Fragment, 4,500 CP and – much to Mog's disdain – the utterly useless Toilet Paper Coupon item. There is, however, a secondary reward that might escape your attention: the completion of this side quest chain means that you can now collect every possible Fragment in Bresha Ruins and Yaschas Massif. Doing so unlocks the Rolling in CP Fragment Skill in Serendipity. See page 125 for details.

06

ACADEMIA (500 AF)

Though its maze of platforms may seem intimidating at first, Academia (500 AF) is actually fairly easy to navigate once you have familiarized yourself with its layout. For those willing to explore, it has a number of noteworthy collectibles and some powerful rare enemies – but be sure to collect the Anti-grav Jump Fragment Skill from the Mystic in Serendipity before you start.


The treasure sphere at this position can only be opened with a Moogle Throw. From the final platform in the north, change the Chaos Block to red. Travel to the Chaos Block to the southwest and change it to blue; we suggest that you activate the Cactuar Statue just in case things go awry. Now travel back to the L-shaped platform directly to the north. When it moves to face you, run onto its southern surface; once the rotation begins, use the Anti-grav Jump to hop and hover to avoid falling. You can now run into position to perform the necessary Moogle Throw.
You must run across the bridge here and jump onto the small platform at the end to reach full 100% exploration. Don't move too close to the waypoint marker unless you are ready for the final battles at the end of the main storyline.
You cannot reach the platform at this position, but that doesn't mean that you can't open the treasure sphere there. Switch the Chaos Block directly to the west to blue, then wait until the L-shaped platform is upright. Jump over to it, then wait until it rotates again to move within Moogle Throw range. Your time is limited, so make the throw count; the Gold Bangle you obtain is worth the effort.
Jump and float down from the platform to the east to reach the platform at this position.
These steps do not rotate, so jump over to them from the platform to the west.
You must jump and float down from the platform to the west to reach this platform. Drop from the edge to return to the active Cactuar Statue.
This long platform has a ferocious enemy spawn rate, which can be a little maddening if you are not there for the farming opportunity (see "Points of Interest"). If you are focusing on exploration, the Encounter Master Fragment Skill (see page 125) can be a blessing here – and, indeed, in all other areas of this map.
Jump down to this easy-to-miss platform from above. Once you have collected the valuable Brawler's Wristband, simply jump off the edge to return to the last activated Cactuar Statue.
You cannot access the set of steps here (and, therefore, reach the platforms to the north of it) until the Chaos Blocks first appear, so it's a task best left until you activate the Cactuar Waystone to return to the start of the maze. Set the southernmost Chaos Block to blue and, from the position by Chocolina, head to the Cactuar Statue to the northeast. Activate it, then backtrack to the Chaos Block and switch it to red. Drop from a platform to respawn at the Cactuar Statue next to the steps. You can now explore that area.
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BRESHA RUINS (505 AF)
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GERRA (200 AF)
YASCHAS MASSIF (ETX AF)
AUGUSTA TOWER (500 AF)
SUNLETH WATERSCAPE (300 AF)
COLISEUM (777 AF)
THE ARCHYLTE STEPPE (777 AF)
SERENDIPITY (777 AF)
BRESHA RUINS (300 AF)
YASCHAS MASSIF (110 AF)
ACADEMIA (400 AF)
YASCHAS MASSIF (100 AF)
SUNLETH WATERSCAPE (300 AF)
AUGUSTA TOWER (200 AF)
ACADEMIA (400 AF)
THE VILE PEAKS (300 AF)
THE VILE PEAKS (010 AF)
GERRA (300 AF)
GERRA (400 AF)
THE VOID BEYOND (777 AF)
A DYING WORLD (700 AF)
NEW BODHUM (700 AF)
BRESHA RUINS (100 AF)
ACADEMIA (500 AF)
VALHALLA (777 AF)

LEGEND

ICON	NAME
	Cactuar Statue
	Moving/Rotating Platform

* You can teleport between the two red Cactuar Waystones. The one in the south does not appear until you activate its partner in the north.

FRAGMENT OVERVIEW

NAME	NOTES
Amethyst and Luvulite	You obtain this automatically after defeating the titular sub-bosses during your journey through the area.
Paradox Scope	Reach the waypoint at the far north end of the map and complete the final boss battles to obtain this Fragment.

TREASURE

ICON	CONTENTS
1	'Determination' Gate Seal
2	Phoenix Down
3	Phoenix Blood
4	Map of Academia 500 AF
5	Brawler's Wristband
6	Shaman's Mark
7	'Sisters' Gate Seal
8	Elixir
9	Royal Armlet
10	'Final Battle' Gate Seal
11	Vitality Booster (x7)
12	Gold Bangle
13	Mana Essence (x8)

INDIGENOUS MONSTERS

NAME	DROP (COMMON/RARE)	NOTES
Apkallu (COM – 10%)	Potent Orb/ Magistral Crest	Only encountered on the east side of the map, just north of the long central platform. Increasing the Chain Bonus is absolutely vital. Once Apkallu uses its Power Spritz ability, it can take out weak (sub-2,500 HP) party members with a single Rush attack. Aim for a quick takedown with Relentless Assault.
Bamapama (SAB – 10%)	Potent Orb/ Starblossom Seed	Commonly found on the southeast side of the map; always accompanies a single Mimi.
Mánagarmr (COM – 10%)	Potent Essence/ Spined Horn	Inflicts status ailments with its Accursed Breath ability, and significant Lightning damage (plus Wounds) with Storm Conduction. Vulnerable to Poison and Deprotect; start with the Matador Paradigm, then press for the kill with Delta Attack (or, at higher levels, Relentless Assault).
Miquiztli (SYN – 3%)	Vitality Orb/ Moonblossom Seed	Appears with Xolotl on the northeast platform. See "Points of Interest".
Mimi (SAB – 10%)	Potent Orb/ Starblossom Seed	This opponent can summon Xolotl, Mánagarmr, or the devastating Proto-behemoth into the fray. Target it first; if you are lucky, you can destroy it before it employs this ability. It is invincible during the summoning phase, so target its Bamapama allies once it begins.
Pantopoda (SAB – 10%)	Potent Booster/ Phoenix Blood	These appear on the long central platform, but shouldn't be a challenge. If you cannot beat them with Relentless Assault, it's a definite indication that your party is underleveled for this area (and doubly so for the final boss battles that follow).
Pleuston (RAV – 10%)	Potent Orb/ Potent Essence	
Proto-behemoth (COM – 10%)	Sinister Fang/ Kaiser Knuckles	See Points of Interest for details.
Schrodinger (SAB – 10%)	Potent Orb/ Fractal Pot	Appears with the Proto-behemoth on the northwest platform. Target them immediately before they can inflict Deprotect.
Tezcatlipoca (SEN – 3%)	Moonblossom Seed/ Unicorn Horn	A rare enemy; see below for details.
Yeoman (COM – 10%)	Potent Booster/ Superconductor	These appear in large groups and attack relentlessly. Low-level parties should employ Delta Attack.
Xolotl (SEN – 3%)	Mana Orb/ Moonblossom Seed	Appears with Miquiztli on the northeast platform. See "Points of Interest".

TEZCATLIPOCA

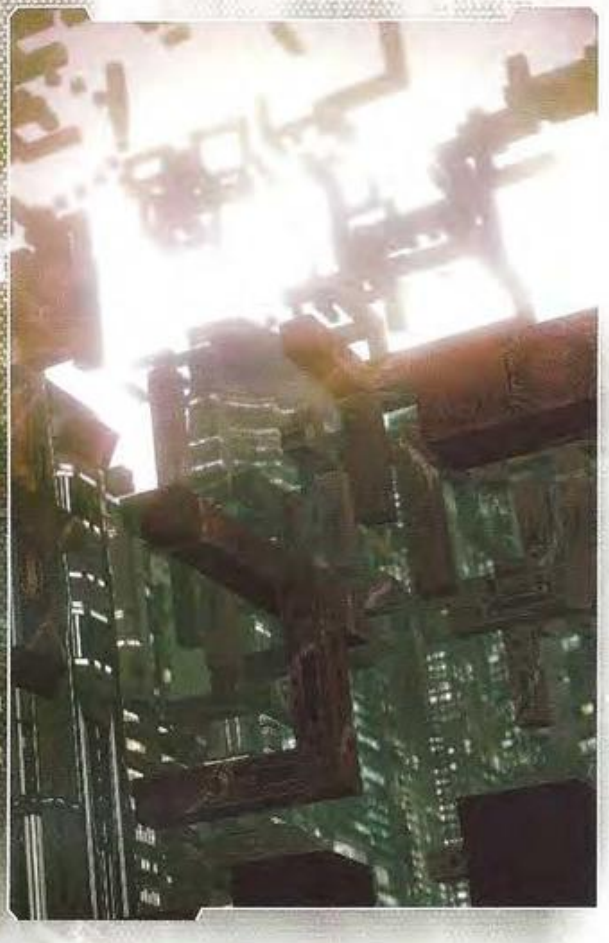
This rare enemy may appear on the northeast platform, but only once. To respawn it, you will need to close the Gate and go through the entire maze again. Activate the Battlemania Fragment Skill to avoid encountering Xolotl and Miquiztli instead.

RECOMMENDED PARADIGM DECK

PARADIGM	SERAH	NOEL	MONSTER	STRATEGY NOTES
Tri-disaster	RAV	RAV	RAV	You will need to Stagger the enemy as soon as possible; use ATB Refresh (see page 199), as well as the Gandiva and Grasitha weapons.
Tri-disaster	RAV	RAV	RAV	
Tortoise	SEN	SEN	SEN	Turtle up for Bellow, Raging Torrent, and Tezcatlipoca's unnamed "focus" charge attack.
Variety	SAB	RAV	Flanitor	Use this to stick Poison as soon as possible while continuing to increase the Chain Bonus.
Salvation-W	MED	MED	Flanitor	Flanitor should be at least Level 34 to use Esunada, which will expedite the removal of debuffs after every Bellow.
Ruthless	SAB	COM	RAV	After Staggering, inflict Deprotect and Deshell for an extra boost in damage to deplete your opponent's remaining HP.

Strategy Overview:

- Poison will do most of the work for you in this fight. There is only one real obstacle – if not Staggered, Tezcatlipoca will heal fully after its HP drops to approximately one-third. Therefore, you need to Stagger before Poison works too quickly and triggers his recovery.
- It is quite difficult to obtain a five-star rating with an underdeveloped party. With stronger characters you will need to spend less time tanking and healing, and can focus on inflicting Poison and Staggering as soon as possible.



POINTS OF INTEREST

- Visiting Academia (500 AF) for the first time unlocks a significant update to Chocolina's inventory. This includes the Izanami and Vajradanda weapons, which offer excellent raw Strength and Magic boosts. She also sells Grade 3 and Grade 4 Monster Materials, though we would caution against spending hard-earned gil on these right now. This story milestone also unlocks additional items in Chocolina's "Special" category in other areas: see page 270 for details.

- The Pacos Amethyst and Pacos Luvulite sub-bosses can drop Scarletite (30% base chance) and Platinum Ingots (with a less impressive 1% chance). You can close the Gate to repeat this battle and farm these, ideally with a Durable Collector Catalog equipped and a monster with the Item Collector passive ability.

- The Proto-behemoth is extraordinarily strong in its default posture on four legs, but can annihilate even well-leveled parties with ease once it transitions to an upright posture. The best way to defeat it is to start the battle by applying buffs to all characters (ideally in a SYN-SYN-SEN configuration), take a brief break for healing, then switch to Delta Attack and pray for a little luck. It has a phenomenally rapid spawn rate in the northwest corner of the map, and can be summoned by the Mimi enemy found in the southeast corner of the map.

- Miquiztli and Xolotl spawn in a tiny platform in the northeast of the map. Both are extremely susceptible to status ailments, particularly Poison. Their Bellow ability (usually employed late in the battle) bestows status enhancements and makes them rather more dangerous. To respawn them, you will need to close the Gate and go through the entire maze again.

- The long central platform has a ferocious enemy spawn rate, with the Yeoman enemy type the most common opponent. If you have the Rolling in CP Fragment Skill active, this is a good place to grind for Crystogen Points.

- Academia (500 AF) is the last area that you must chart for the Academic Rank: Paradox Professor side quest in Academia (400 AF). If you have already mapped all other areas, you can return to Miss Horizon after achieving 100% exploration in this location to pick up your final Fragments. You can then visit Serendipity to pick up the Battlemania Fragment Skill. This enables you to vastly increase the spawn rate of rare enemies – such as the Tezcatlipoca found on the northeast platform – as well as those that appear in Distortions.

- The maximum number of Fragments you can obtain before completing the final boss battles is 151. Doing so has a profound effect on the difficulty and duration of these fights. At the bare minimum of around 40 Fragments, you can expect the closing confrontations to take over an hour, with a high probability of an unfortunate trip to the Game Over screen; with over 120 Fragments, you might expect to spend less than half an hour on these climactic encounters.

PARADOX SCOPE

Completing the main storyline for the first time leads to the reward of 30,000 CP, the 'Hope' Gate Seal and a special Fragment: the Paradox Scope. Once you visit the Mystic at Serendipity to unlock the Fragment Skill of the same name, you can activate it and replay specific sections of the story to unlock new Paradox Endings.

POST-STORY FRAGMENTS

FRAGMENT	LOCATION	PAGE
Transcript: Vanille's Truth	Oerba (200 AF)	93
Transcript: Test Subjects	Augusta Tower (200 AF)	144
Transcript: The Future Is Hope	Academia (4XX AF)	148
Transcript: Beneath a Timeless Sky	The Void Beyond	174
Transcript: Heir to Chaos	A Dying World (700 AF)	178
Noel's Message & Serah's Message	New Bodhum (700 AF)	182

SECRET ENDING

Once you collect all 160 Fragments, activate the Paradox Scope and repeat the final boss battles in Academia (500 AF) to view the "Secret Ending" – a special addition to the closing cutscenes that appears after the final credit crawl.

VALHALLA (??? AF)

After you complete the main storyline for the first time, a new destination appears on the Historia Crux: Valhalla. Select this to replay the battles between Lightning and Chaos Bahamut that took place at the very start of the game.

STRATEGY & ANALYSIS

In this chapter we examine hidden gameplay mechanics and offer useful tips, proven strategies and tried-and-tested tactical concepts. If you are looking to improve your combat prowess, gain indispensable insights into the character development system, or learn how best to approach the Crystarium and Paradigm features, look no further.

Spoiler Warning: Though we have naturally taken steps to avoid references to plot events, this chapter does contain a wide variety of "gameplay spoilers": frank and open discussion of abilities, equipment and concepts encountered later in your party's development.

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There is a *lot* going on behind the scenes during combat encounters in FFXIII-2. While certain nuances of the battle system become apparent over time, there are other features and barely perceptible intricacies that you might never truly recognize (let alone understand) without prior explanation. This section is designed to document and discuss these subtleties, in addition to examining the more obvious aspects of the combat engine in greater depth.

CHAINING AND STAGGERING

Filling the Chain Gauge to Stagger enemies and increasing the Chain Bonus percentage are, naturally, the two principal ways to maximize the damage your party inflicts during combat.

CHAINING

The Chain Gauge is accompanied by two percentages. The first is the **Chain Bonus**, which indicates the current damage multiplier applied to all attacks. If the current Chain Bonus is the baseline 100%, each attack will inflict the default damage total (enemy resistances and weaknesses notwithstanding). At 200%, each attack will inflict double damage. The maximum value of Chain Bonus is 999.9%, or a damage multiplier of just under 10. The formula is as follows:

Chain Bonus = (Ability Value + Role Bonus) x (100 – Chain Resistance) + Hidden Bonus

Each opponent's Chain Gauge exists in a perpetual state of decay while being built up. If the gauge is "emptied," the Chain Bonus is reset to the minimum 100% immediately. All attacks can have two distinct effects on the Chain Gauge. The first (and most obvious) is the degree to which they increase the Chain Bonus total; the second is their effect on the hidden *Chain Duration* value, which is the variable that determines the speed at which the gauge depletes. Combat experience makes it possible to instinctively track and estimate the time remaining before it will empty, and potentially fire off early attacks to top it up when required.

The second percentage is the **Stagger Point**, the Chain Bonus percentage that must be achieved for an opponent to be Staggered. As you are approaching the Stagger Point with a full gauge, the numbers will flash red. Post-Stagger, the bar turns yellow, and the gauge begins to deplete at a uniform speed. This reduction cannot be paused (except by using Feral Link abilities) or slowed, though its rate of depletion is actually determined by the hidden Chain Duration value at the point that a Stagger begins. This is why a Stagger achieved with multiple Ravagers without a Commando present can sometimes appear to be unusually brief. The total available Stagger time adheres to the following formula, with a maximum of 45 seconds per Stagger:

Stagger Duration = Actual Chain Duration x 2 + 8 (in seconds)

All enemies have an attribute called Chain Resistance. The higher this value is, the more slowly the Chain Bonus will grow. Enemies with a high Chain Resistance can be difficult to Stagger, particularly if they also have a very high Stagger Point.

STAGGERING

There are many benefits to Staggering an enemy, the most apparent being an immediate +100% Chain Bonus increase. Chain Resistance also drops to zero post-Stagger, allowing you to continue increasing the Chain Bonus, driving up the damage multiplier it confers. Once a Stagger period ends, the Chain Gauge is emptied and the Chain Bonus reset to 100%.

The Ravager, Commando, Saboteur, and Sentinel roles all have a unique relationship with the Chain Gauge and Chain Bonus.

- **Ravagers** fill the gauge and increase the Chain Bonus rapidly, but actively reduce the hidden Chain Duration variable.
- **Commandos** have almost exactly the opposite effect. Their attacks grant the biggest bonuses to Chain Duration, but make a negligible contribution to the Chain Bonus itself.
- **Saboteurs** inhabit a sort of happy medium between the two aforementioned roles. They are better at building Chain Bonuses than Commandos (but far less capable than Ravagers), and can help maintain Chain Duration when partnered with Ravagers (but not as efficiently as Commandos can).
- **Sentinel** skills such as Provoke and their counterattack abilities will also extend Chain Duration, but you cannot rely on them for consistent stabilization of the gauge.

CHAINING: HIDDEN FACTORS

There are many "hidden" variables that determine how the Chain Bonus is accumulated. Individually, there is no single factor that makes a significant difference on its own, but cumulatively, and combined with more explicit bonuses such as Ravager boosts and auto-abilities, these factors can have a significant effect on overall Chaining efficiency. They also influence underlying patterns in AI behavior.

Though it is not immediately apparent, there are "positive" chains that occur when allies in the SYN and MED roles use sequences of abilities on themselves or their fellow party members. This can lead to a slight increase in the efficacy of the effects conferred – for example, the HP restored by Cure will be gradually enhanced if there are multiple instances in a single uninterrupted command queue.

HIDDEN CHAINING FACTORS

ROLE	CONDITION	CHAIN BONUS
COM	Using non-identical abilities consecutively	+0.2%
	COM's target has yellow HP	+0.2%
	COM's target is Staggered and has yellow HP	+0.3%
	COM's target has red HP	+0.3%
	COM's target is Staggered and has red HP	+0.9%
	COM's target is Staggered	+0.3%
	COM's target is Launched	+0.1%
	COM has a status enhancement	+0.3%
	COM is the only one attacking the target	+0.5%
RAV	RAV's HP is full	+0.3%
	RAV has no status ailments	+0.1%
	RAV's target has no status enhancement	+0.1%
	RAV's target has 1 status enhancement	+0.2%
	RAV's target has 2 status enhancements	+0.3%
	RAV's target has 3 status enhancements	+0.4%
	RAV's target has 4 status enhancements	+0.5%
	RAV's target has 5 status enhancements	+0.7%
	RAV's target has 6 status enhancements	+0.8%
	RAV's target has 7 status enhancements	+0.9%
	RAV's target has 8 status enhancements	+1.0%

HIDDEN CHAINING FACTORS (CONT.)

ROLE	CONDITION	CHAIN BONUS
RAV	RAV's target has 1 status ailment	+0.3%
	RAV's target has 2 status ailments	+0.4%
	RAV's target has 3 status ailments	+0.5%
	RAV's target has 4 status ailments	+0.6%
	RAV's target has 5 status ailments	+0.7%
	RAV's target has 6 status ailments	+0.8%
	RAV's target has 7 status ailments	+0.9%
	RAV's target has 8 status ailments	+1.0%
SEN	SEN's HP is full	+0.5%
	SEN's HP is yellow	+1.0%
	SEN's HP is red	+1.5%
	SEN has a status enhancement	+0.5%
SYN	No party member has a status enhancement	+0.5%
	1 status enhancement on any party member	+0.6%
	2 status enhancements on party	+0.7%
	3 status enhancements on party	+0.8%
	4 status enhancements on party	+1.0%
	5 status enhancements on party	+1.5%
	6 status enhancements on party	+2.0%
	7 status enhancements on party	+2.5%
	8 status enhancements on party	+2.8%
SAB	No enemy has a status ailment	+0.2%
	1 status ailment on enemy group	+0.3%
	2 status ailments on enemy group	+0.4%
	3 status ailments on enemy group	+0.5%
	4 status ailments on enemy group	+0.8%
	5 status ailments on enemy group	+1.0%
	6 status ailments on enemy group	+1.5%
	7 status ailments on enemy group	+2.0%
	8 status ailments on enemy group	+2.5%
MED	Healed target's HP is yellow	+0.5%
	Healed target's HP is red	+1.0%
	Healed target has a status ailment	+2.0%
	Healed target has a status enhancement	+0.2%

ELEMENTS AND RESISTANCES

All attacks in Final Fantasy XIII-2 correspond to one of two damage types (physical or magical), and are either non-elemental or imbued with one of four elemental properties: Fire, Ice, Lightning, and Wind.

Each enemy has a set of elemental affinities, which determine the amount of damage they sustain from attacks.

ELEMENTS AND DAMAGE TYPES

ICON	REPRESENTS
	Fire
	Ice
	Lightning
	Wind
	Physical
	Magic

ELEMENTAL AFFINITIES

DESCRIPTION	DAMAGE MODIFIER
Normal	x1 (standard damage)
Weakness	x2 (200% damage)
Halved	x0.5 (50% damage inflicted)
Resistant	x0.1 (10% damage inflicted)
Immune	x0 (damage Blocked)
Absorb	Attacks heal opponent (30% of the usual damage)

There are many ways to exploit elements in your favor, both to defend yourself from enemy elemental attacks, and to add elemental properties to your assaults against opponents with corresponding weaknesses. These include equipping accessories (see the Inventory chapter) and "En-" abilities (such as Enfire) and synthesized abilities (see page 240).

STATUS EFFECTS

STATUS ENHANCEMENTS

Status enhancements, also called buffs, are beneficial conditions that improve the defensive or offensive prowess of the user, be that a party member or an enemy. They can play a decisive role in determining the difficulty, duration, and final outcome of more challenging battles. Buffs can be bestowed by a Synergist, by equipping certain accessories, or, in the case of tamed monsters, by learning passive abilities through the Crystarium. Status enhancements can also be granted to party members by using certain Feral Links.

Status enhancements can also be used to "cure" an opposing status ailment. For those seeking to remove specific maladies, a capable Synergist can sometimes be more efficient than a Medic armed with the Esuna spell, which removes only the most recently inflicted ailments.

While an AI Synergist usually does an acceptable job of buffing the party, you will find that they become less likely to apply enhancements in the specific order you desire as their ability pool grows, as AI behavior is restricted to invisible flow-charts. For this reason, it can sometimes make sense to take direct control (if you are using Serah or Noel as your primary SYN) to choose buffs manually with the Abilities option.

The duration of status enhancements can be increased by the Synergist role bonus (see page 203), a high Magic stat, certain pieces of equipment (either individually or in combination, inducing a hidden synthesized ability), and certain abilities learned by monsters.

STATUS ENHANCEMENTS

EFFECT	DESCRIPTION	OPPOSING AILMENT
Haste	+33% ATB Gauge speed	Slow
Bravery	+75% Strength	Debrave
Faith	+75% Magic	Defaith
Protect	+25% resistance to physical attacks	Deprotect
Shell	+25% resistance to magical attacks	Deshell
Vigilance	+33% resistance to Wounds, +20 "Keep" to all actions (see page 199)	Curse
Veil	+50% resistance to status ailments	–
Enfire	These buffs add an elemental attribute to attacks; perfect against enemies who suffer from an elemental weakness, and outstanding in combination with Imperil	–
Enfrost		–
Enthunder		–
Enaero		–
Reraise	When HP reaches zero, this automatically revives the user	–
Regen	Gradually restores the user's HP	–

STATUS AILMENTS

Status ailments, also called debuffs, are negative conditions that can afflict both your party and enemies. Some adversaries are much more difficult to beat unless you weaken them with debuffs throughout the battle. A sudden spate of debuffs inflicted on your party can severely disrupt your momentum, and may even put you in serious jeopardy during brutal follow-up attacks. Status ailments can only be cast by Saboteurs, though they can also occur as secondary effects of Feral Link abilities.

Status ailments can also be used to remove opposing status enhancements bestowed upon enemies. While the Dispel ability will systematically eliminate the most recent active buffs, manually directing a Saboteur to target specific enhancements for removal can be a useful tactic.

Many enemies have some form of resistance or immunity to one or more ailments. Using a Librascope to reveal these immediately can save you precious time against the most powerful foes, as the AI will otherwise spend several turns experimenting with various debuffs to ascertain their vulnerabilities. When an enemy is not immune, various factors, like the Chain Bonus, the role Bonus Boost, or the Veil status enhancement, can affect the time it takes for a debuff to stick.

When your party is assailed by status ailments, you will quickly need to assess how dangerous they are. Again, while the Medic's Esuna ability may be the most obvious solution, a Synergist can also be employed to cancel multiple afflictions. Many consumable items are also designed to remove ailments. It is important to keep a good stock of these to hand, especially those that remove the incapacitating Fog, Pain and Daze.

STATUS AILMENTS

EFFECT	DESCRIPTION	CURE
Slow	-33% ATB Gauge speed	-
Daze	Stuns target; target takes double damage; removed once target is attacked; enemy-only ability	Foul Liquid, Remedy, Unicorn Horn, Esuna
Debrave	-50% Strength	Remedy, Unicorn Horn, Bravery, Bravega, Esuna
Defaith	-50% Magic	Remedy, Unicorn Horn, Faith, Faithga, Esuna
Deprotect	+30% damage from physical attacks	Remedy, Unicorn Horn, Protect, Protectga, Esuna
Deshell	+30% damage from magical attacks	Remedy, Unicorn Horn, Shell, Shellga, Esuna
Pain	Disables target's physical abilities	Painkiller, Remedy, Unicorn Horn, Esuna
Fog	Disables target's magical abilities	Mallet, Remedy, Unicorn Horn, Esuna
Curse	+33% damage from Wounds; -20 "Keep" to all actions (see page 199)	Holy Water, Remedy, Unicorn Horn, Vigilance, Vigilaga, Esuna
Poison	Causes target to lose HP gradually; very effective against foes with high HP	Antidote, Remedy, Unicorn Horn, Esuna
Imperil	Reduces target's elemental resistances by one tier (Resistant ➡ Halved ➡ Normal ➡ Weakness)	Remedy, Unicorn Horn, Esuna
Doom	Causes a timer to appear above the target; KOs target when timer reaches zero; enemy-only ability	-

REFRESHING EFFECTS

It is a good idea to refresh status enhancements and ailments before they expire if they are still tactically necessary. When a combatant has multiple status effects (both ailments and enhancements), reapplying any one of them will move it to the end of the display sequence, thereby establishing it as the most recent effect. Status ailments will also "flash" if successfully refreshed.

With status enhancements, it is harder to keep track of their remaining duration when only one effect is in place. While status enhancements can be refreshed, resetting the remaining time for the effect, this only applies if the exact buff cast has a longer duration than the remaining time on the existing buff. For example, Protect lasts 180 seconds. Protectga, at 30 seconds, provides no additional duration if the remaining time on a Protect spell exceeds 30 seconds.

STACKABLE EFFECTS

You can frequently stack multiple variants of the same passive effect, but the manner in which they are cumulative depends on the type of the effect, as well as, in some cases, the nature of the modifier (additive versus multiplicative). Here are some of the more common examples of stackable effects.

- Effects that increase basic stats (HP, Strength and Magic) are calculated from the base value. For example, with 400 HP, an Iron Bangle (HP +10%) will take you to 440 HP. Two Iron Bangles will take you to 480 HP: the second one still determines its effect from the base value of 400, not the augmented value of 440.

- Resistances from passive abilities stack in a similar but slightly more complicated way. For example, suppose you equip two Black Belts (Resist Physical: +15%). The first Black Belt grants 15% physical resistance – or, in other words, reduces the effectiveness of all incoming physical attacks to 85% of their original potency. The second Black Belt grants 15% of that remaining 85%, which is only 13%. Therefore, the net effect is 28% physical resistance, or damage reduction to 72% (and not 70%).

- The Sentinel role bonus and the status enhancements Protect and Shell (as well as Veil, in the context of status ailment resistance) also conform to this formula. Continuing the last example, an ally with two Black Belts equipped and bestowed with Protect will have 25% of the remaining 72% susceptibility, an additional 18% resistance, added to their active physical resistance – resulting in a total damage reduction of 54%.

- On the other hand, the status ailments Deprotect and Deshell are additive, not multiplicative. An ally equipped with two Black Belts and inflicted with the Deprotect status will take 72+30 = 102% damage from physical attacks.

WOUND DAMAGE

Final Fantasy XIII-2 features a new mechanic known as Wound damage. This is a special type of injury that reduces the target's max HP, and can be inflicted by both allies and enemies. Wound damage cannot be healed by conventional means (Potions or Medic healing spells). Instead, you must use a Wound Potion or Elixir.

Wounds inflicted by **allies**:

- All Saboteur spells cause damage in addition to the status ailment they may inflict. A portion of this damage is converted to a Wound effect, depending on the enemy's resistance. This can range from 0% (when the target is immune) to 100% of the normal damage inflicted, depending on the enemy's Wound resistance.
- The Wound spell does not inflict a status ailment. Instead, it deals significantly more normal damage than any other Saboteur spell, thereby increasing the amount of possible Wound damage that can be transferred to the enemy. Though not as powerful as the attacks of a Commando, it still deals reasonable damage – broadly comparable to that of a Ravager spell. An AI Saboteur will cast this spell repeatedly once all possible ailments have been successfully induced.

Wounds inflicted by **enemies**:

- Enemies (or individual enemy attacks) that cause Wound damage transfer a certain percentage of their normal damage to Wound damage. While you may not find it immediately significant, accumulated Wound damage can be very dangerous to your party over the course of a long battle.
- The deployment of at least one Sentinel against strong attacks that cause Wound damage will increase your party's hardiness. The Bloodguard line of accessories is also very effective in protecting against Wound damage.

PROPERTIES OF THE ATB GAUGE

The ATB Gauge recharges at a significantly faster rate as you accumulate more segments. Therefore, a Level 6 ATB does not take twice as much time to recharge as the minimum Level 3 ATB; on the contrary, its fill rate is almost twice as fast, and takes only slightly longer overall to refill completely. Approximate recharge speeds are detailed in the following table.

ATB GAUGE RECHARGE SPEEDS

ATB LEVEL	FULL RECHARGE TIME (S)	RECHARGE TIME PER BAR (S)	RECHARGE SPEED (AGAINST BASE LEVEL)
3	4.32	1.44	100%
4	4.46	1.11	130%
5	4.66	0.93	155%
6	4.79	0.80	180%

The ATB Gauge recharges continuously while menus are visible. It pauses once an action or action queue begins (including Paradigm Shifts and item use) and will resume recharging upon the completion of those activities. ATB speed can be modified by the following abilities:

ATB GAUGE RECHARGE SPEED MODIFIERS

ABILITY	EFFECT ON ATB SPEED
ATB Rate +XX%	+10-50%
Haste	+33%
Slow	-33%
Leadenstrike	-50%
Ironstrike	-33%

There are several special auto-abilities that grant immediate bonuses to a recharging ATB Gauge:

ATB GAUGE RECHARGE SPEED BONUSES

AUTO-ABILITY	BONUS TO ATB GAUGE
Lifesiphon	+1 bar upon slaying a target
Faultsiphon	+0.2 bars upon attacking target afflicted with status ailments
Fearsiphon	+0.1 bars upon attacking Staggered target
Siphon Damage Lv. 1	+1 bar for every 1,000 damage taken
Siphon Damage Lv. 2	+1 bar for every 950 damage taken
Siphon Damage Lv. 3	+1 bar for every 900 damage taken
ATB Advantage	+1 bar at start of battle
Kill: ATB Charge	+0.5 bars per enemy death
Attack: ATB Charge	+0.1 bars per hit on each enemy
Attack: ATB Charge II	+0.2 bars per hit on each enemy

PROPERTIES OF PARADIGM SHIFTS

ATB REFRESH

The ATB Refresh mechanic was implemented in FFXIII as a subtle encouragement to use multiple Paradigms in each battle, and also appears in FFXIII-2. No explicit mention of it is made in either game, so it's very much a bonus for those who pay close attention, or take the time to read about it.

The underlying idea is that a Paradigm Shift will offer you a full ATB Gauge without first requiring you to wait for it to refill. The first ATB Refresh in any battle will always occur after the first Paradigm Shift. Afterwards, you can continue to obtain refreshes if you fulfill two conditions:

- You have previously fully recharged the ATB Gauge.
- 12 seconds have elapsed since the last ATB Refresh.

When you do not have a need for a full deck of six distinct Paradigms, especially in normal (non-boss) encounters, shifting back and forth between duplicate Paradigms (for example, two Relentless Assaults) will essentially enable you to "enhance" that Paradigm as you exploit the ATB Refresh feature to cut wait time between turns.

As you accrue additional ATB bars for your characters, and once you are comfortable with the timing of your party's actions, you can reliably engineer an ATB Refresh approximately once every other turn. Making judicious use of this mechanic will enable you to speed up battles, gain higher scores, and be more efficient when farming monsters for specific Spoils, gil, or CP rewards.

BUFFER

Another interesting property of Paradigm Shifts is the ability to "Buffer" moves. This enables you to apply bonuses from other roles to a particular ability by shifting to another role immediately after your character begins to execute that move. As a rule of thumb, you must wait until you see the name of the ability being executed on-screen for this to occur. The most obvious example is to shift from Ravager to Commando after initiating Serah's unique full-ATB ability, Ultima Arrow. While not conventionally used to deal damage, its potency can be boosted considerably by Buffering it into a shift to Commando.

While this can be conditionally useful, Buffering means that you are giving up the originally intended role bonus for that ability. Here's an example: a Synergist busy casting status enhancements notices a strong enemy attack incoming, and (albeit unintentionally) Buffers his or her last spell with a Paradigm Shift to Sentinel to abate the damage sustained. In this instance, the bonus duration of the last spell that would have been conferred by the Synergist role bonus is not applied.

INTERRUPTIONS (CUT AND KEEP)

There are two hidden stats known as **"Cut"** and **"Keep"** that govern the priority of conflicting actions. When an ally and enemy are attacking each other simultaneously, the game engine uses these stats to determine who prevails. If the Cut value of one action is greater than the Keep value of the opposing action, then that first action will take precedence. This is the basic principle behind ability interruptions.

Both Cut and Keep have values between 0 and 100. Below is a table of the base values for all actions in the game.

Cut values for physical attacks have a higher value than those for spells, which is why the former tend to interrupt the latter. The highest Keep values (90+) belong to special abilities such as Meteor Javelin and Ultima Arrow, as well as Sentinel abilities. This provides an additional bonus to the Sentinel's already supreme defensive capabilities.

If the base value of an action's Cut or Keep is at least 90, then it is always fixed at that value. Otherwise, the Cut or Keep of an action can be modified by the status effects Vigilance and Curse, the passive abilities Immovable and Pressure, and Staggering. The following table details the specifics of the modifiers provided.

CUT AND KEEP: BASE VALUES

ACTION	KEEP	CUT
None (idle)	5	-
Defensive spells	15	-
Saboteur spells (ally); Offensive spells and ranged physical attacks (enemy)	15	10
Other offensive spells and ranged physical attacks (ally)	15	15
Melee attacks (enemy)	20	20
Melee attacks (ally); Strong attacks (enemy)	25	25
Special attacks (enemy)	40	40
Sentinel -guard abilities	90	-
Sentinel Provoke abilities	90	10
Sentinel counter abilities	90	25
Ultima Arrow, Meteor Javelin	90	50

CUT AND KEEP: MODIFIERS

EFFECT	MODIFIER
Vigilance	Keep +20
Curse	Keep -20
Immovable (ally)	Keep +5
Immovable II (ally)	Keep +10
Immovable MAX (ally)	Keep +15
Pressure (ally)	Cut +5
Pressure II (ally)	Cut +10
Pressure MAX (ally)	Cut +15
Stagger (enemy)	Keep becomes 0

Note that some enemies (such as the Pulsework Soldier) have a special property that raises the Keep of all their basic actions to 85 before being Staggered.

JUGGLING ENEMIES

Certain abilities also have a hidden stat called **"Rise"**, which causes the target to be propelled into the air. The actual numbers aren't too important, but the most obvious example of this is the auto-ability Launch, which modifies the Commando's basic Attack. The -ga spells (like Firaga) of Commandos and Ravagers also have this capability.

The value of the Rise stat dictates how high the enemy is Launched and is stackable over multiple abilities. In other words, once an enemy is airborne, you can continually use -ga spells to jolt it even higher into the air, preventing it from falling back to ground level. Any other attacks inflicted on the enemy will also add a brief delay to its fall.

Generally, for Launching to be successful, the conducted attack must have a higher Cut value than whatever Keep value is currently active for the enemy. Many enemies are immune to being Launched until Staggered, while some enemies cannot be Launched at all.

PHYSICAL VERSUS MAGIC

There are some inherent advantages to casting magic over performing physical attacks:

- Against more agile enemies, physical attacks can prove to be erratic. There is a form of hit detection in FFXIII-2 whereby a physical attack can actually miss if the target escapes the "hitbox" when the command is executed. Magic spells, on the other hand, always strike their target. They come in two forms: immediate impact (the Ravager's Ice and Lightning elemental spells, as well as most Saboteur spells), or tracking projectiles (Ruin, as well as Fire and Wind spells).

- On that note, it also takes time for a physical attacker to actually run up to (or chase) an enemy before the engagement begins. The mage need not worry about this, and spells are generally quicker to reach the target than a physical attacker being forced to cover the same distance on foot. Furthermore, the speed of a casting animation is usually faster than that of a physical attack. This topic will be discussed in greater detail in the next section.

- While Strength is used only to calculate damage output, Magic affects several other important variables, such as the potency of a Medic's healing spells and the duration of a Synergist's buffs. This can make boosting Magic more useful in general across different roles.

This is not to say that physical attacks are inferior in any grand overall sense. By default, physical attacks have a higher damage multiplier than spells. Physical skills also have higher Cut and Keep values, giving them greater priority in the heat of battle. Finally, most of the high-end offensive options tend to involve physicality, such as Noel's Meteor Javelin, or the Feral Links employed by many of the strongest Commando monsters.

ANIMATION SPEEDS

By now, you may have gathered that raw stats do not tell the whole story. Given that the foundation of the entire battle system is speed, it would be remiss for a player striving to master all of its intricacies to not take attack animations into account. These have a huge impact on how quickly actions are implemented during combat.

- Serah is consistently faster than Noel in most respects. This complements her innate magical prowess, and suitability for related roles.
- Animation speeds can vary significantly between different monsters. For example, Chocobos are quite deft, while the various Wyvern species, despite being endowed with impressive stats, are ponderously slow by comparison.
- Another factor to take into account is the fact that Serah, Noel, and each genus of monster have different physical attack animations – a feature with subtle implications beyond mere aesthetics. Noel's physical attacks also have the distinct property of consisting frequently of two consecutive hits instead of one, with the properties of a single attack split in two. This includes damage as well as the effect on the Chain Gauge, which is not insignificant – two hits are always better than one when it comes to maintaining gauge.
- Serah's weapon can take on the form of either a bow or a sword. What you may not know is that you can actually control whether she fights in bow stance or in sword stance through tuning your Paradigms. In Normal formation, she will appear to switch randomly between the two. In Cross formation, however, she will adhere strictly to the sword. Similarly, she will adopt a bow stance in Wide formation. The most noticeable difference between the two stances is how much faster her physical attack animations are with the sword. This doesn't apply when casting spells, so if you utilize Serah as a devoted spellcaster, then this tidbit may not have much of an effect on your play style. However, this is another reason to pay more attention to the tuning of your Paradigms if you are aiming to develop more precise battle strategies. For example, against a lone magic-resistant enemy, Cerberus-X will likely hasten Serah's damage output as a Commando over the default Cerberus.
- One more note on physical attacks: Serah and Noel have special "finishers" at the conclusion of a full queue of Commando attacks once their ATB Level is 4 or higher. These finishers tend to deal slightly more damage, but are slower.
- It is always faster to string together a sequence of similar actions than to alternate between different abilities. In other words, alternating between physical attacks and magic spells takes significantly more time to perform than sticking to one type.
- Serah and Noel have different animations while airborne. Casting animations become much, much slower in the air. However, this is not always a bad thing; typically, it will extend the time for which a Launched enemy is airborne, which can be helpful in some fights.

Speed is more important for certain roles and less so for others:

- Medics and Ravagers benefit the most from rapid animations. For Medics, the advantages are obvious; the faster you can heal, the better. The main focus of Ravagers is not damage but building the Chain Bonus. The faster you cast a spell, the quicker the gauge goes up, and the sooner you will be able to Stagger an enemy.
- It is also important for Commandos to be nimble; their overall damage output rate can vary appreciably depending on their attack speed.
- Part of a Synergist's effectiveness comes from how quickly status enhancements can be bestowed upon the party, especially in a race against time before a very strong enemy performs a signature attack.
- While it is certainly important for Saboteurs to inflict debuffs in a timely fashion, their modus operandi is more about persistence than pace.
- You should not worry about Sentinel animation speeds. By definition, their job is to distract enemies and act as damage sponges; even the most ponderous monster can fulfill this role.

MAXIMIZING COMBAT EFFICIENCY

Given the inability of the battle AI to account for certain scenarios, you should gradually wean yourself from the reliance on "auto-" commands as your experience with the battle system grows. Manual control is important when you want to conduct a battle in the most efficient way possible.

- When you encounter an enemy for the first time, the AI likes to alternate between physical attacks and magic spells to "feel out" the enemy's resistances. While this may not be too acute an annoyance in normal battles, it is a time-waster in fights against the toughest enemies.
- Against a Fire-weak enemy, an AI Ravager will prefer to use Fire/Flamestrike/Fire/Flamestrike to capitalize on the weakness-induced bonus to Chaining, as well as the bonus for alternating abilities. It's much more efficient to emphasize speed and use a single ability consecutively instead.
- In a focused assault, when you may only need specific debuffs, or when it is beneficial to prioritize certain ailments (for example, Poison), it is advisable to apply them manually one at a time.
- Against a Launchable enemy that is resistant to physical attacks, the Auto-battle queue will consist of Attack, followed by a string of Ruins. If two allies attempt to Launch an enemy in this way, the slower of the two may end up leaping into the air and casting spells from there. As mentioned previously, this is quite slow. You can prevent this if you leave the Launching to the AI and manually queue a full turn of Ruins instead.

Outside battles, you can set up your party to force the AI to do more of the specific things that you want.

- Focus stat growth, either through the Crystarium, equipment, or infusion, towards Strength or Magic. This minimizes the chances that the AI will alternate between the two damage types in battle, making your allies more efficient.
- Avoid the carryover of unnecessary abilities when infusing monsters. This will enable your monster to focus on its strengths. For example, there is little reason for a monster with low Strength to inherit Ravager -strike abilities (which are Strength-based).

ROLE ANALYSIS

Each of the six roles brings unique capabilities to the game's battles. In addition to enjoying the inherent benefits to their own abilities (these benefits are called role bonuses), a character also confers similar, though less potent, bonuses to other members of the party.

The "Bonus Boost" abilities selectable during Crystarium expansions enhance these passive boosts even further. Serah and Noel also have access to special accessories that provide additional improvements, though these are restricted effects that are not extended to allies.

When you study the following tables, it is important to note that the cumulative effect of a Paradigm with more than one active party member in the same role is usually additive, not multiplicative (with the Sentinel bonus being the sole exception). For example: in a Paradigm with two Commandos, both with Bonus Boost I and no accessories, the total bonus for each Commando is 110% (own Bonus Boost I) + 5% (bonus from the other Commando) = 115%, translating to a damage multiplier of 2.15. On the other hand, the values listed for Sentinel damage reduction are strict multipliers, so with two Sentinels with no Bonus Boost and no accessories equipped, the damage reduction for each ally is 44% (0.60 x 0.93 = 0.56).

COMMANDO

A Commando's primary duty is to make use of strong non-elemental attacks to deal massive damage. Commandos are also the best at maintaining the constantly depleting Chain Gauge, buying you more time to work your way towards Staggering the enemy.

Commando Bonus Boosts increase the damage inflicted by all attacks and spells.

COMMANDO BONUS BOOSTS

ROLE BONUS	DAMAGE BOOST (SELF)	DAMAGE BOOST (ALLIES)	DAMAGE BOOST WITH BERSERKER'S RUBY (SELF ONLY)
Default	+100%	+5%	+105%
Bonus Boost I	+110%	+5%	+115%
Bonus Boost II	+120%	+8%	+125%

RAVAGER

Ravagers excel at raising enemy Chain Bonuses, thereby increasing the damage done with each subsequent blow and leading the party to quicker Staggers. To achieve this, Ravagers have access to a wide variety of elemental spells and physical attacks. On the other hand, they are extremely poor at maintaining the Chain Gauge on their own. Ravagers can also deal appreciable damage when striking elemental weaknesses. This can be especially effective in combination with a Saboteur's Imperil spell.

Ravager Bonus Boosts cause all attacks and spells to affect the Chain Bonus more significantly.

RAVAGER BONUS BOOSTS

ROLE BONUS	CHAIN BOOST (SELF)	CHAIN BOOST (ALLIES)	CHAIN BOOST WITH BLASTER'S SAPPHIRE (SELF ONLY)
Default	+1.0%	+0.1%	+1.5%
Bonus Boost I	+2.0%	+0.1%	+2.5%
Bonus Boost II	+3.0%	+0.2%	+3.5%

SENTINEL

Sentinels act as "tanks", drawing the attention of enemies and withstanding attacks that might disable party members in other roles. Their -guard abilities enable them to increase their (already high) resistance to damage. It's important to remember that when you switch your Sentinel to another role, the Provoke effect wears off, freeing enemies to attack other party members immediately.

Sentinel Bonus Boosts further increase resistance to both physical and magic damage, as well as Wound damage.

SENTINEL BONUS BOOSTS

ROLE BONUS	(NORMAL/WOUND) DAMAGE REDUCTION (SELF)	(NORMAL/WOUND) DAMAGE REDUCTION (ALLIES)	(NORMAL/WOUND) DAMAGE REDUCTION WITH DEFENDER'S TOPAZ (SELF)
Default	-40/-30%	-7/-5%	-43/-33%
Bonus Boost I	-45/-33%	-7/-5%	-48/-36%
Bonus Boost II	-50/-36%	-9/-7%	-53/-39%

MEDIC

A Medic focuses on healing duties, which include restoring the HP of party members, reviving fallen allies, and removing status ailments. Knowing that your party will be fully healed and cured after each battle, you will find yourself making frequent judgment calls on your chances of survival. It's often possible to continue attacking if you believe you will be able to finish off your enemy without the Medic's recuperative powers – but when this seems unlikely, you will need to rely on this role to return your party to good shape.

Medic Bonus Boosts increase the effectiveness of healing spells, as well as the Sentinel's Mediguard ability.

MEDIC BONUS BOOSTS

ROLE BONUS	HEALING BOOST (SELF)	HEALING BOOST (ALLIES)	HEALING BOOST WITH HEALER'S EMERALD (SELF)
Default	+10%	+5%	+15%
Bonus Boost I	+20%	+5%	+25%
Bonus Boost II	+30%	+8%	+35%

SYNERGIST

The Synergist empowers your characters with magic that enhances the party's effectiveness. These spells can provide improvements to damage output, defense, and resistance to action interruptions and status ailments. Some special abilities can protect your party against strong elemental attacks, or imbue non-elemental attacks (such as physical blows dealt by a Commando) with elemental power, enabling allies to exploit weaknesses to devastating effect.

Synergists are most effectively employed at the beginning of a battle, enabling your party to make the most of these enhancements. However, buffs have a limited duration of effect, so you may find it prudent to call on the Synergist intermittently during protracted battles to refresh them as needed.

Synergist Bonus Boosts increase the duration of all status enhancements cast.

SYNERGIST BONUS BOOSTS

ROLE BONUS	DURATION BOOST (SELF)	DURATION BOOST (ALLIES)	DURATION BOOST WITH SUPPORTER'S AMETHYST (SELF)
Default	+0%	+5%	+20%
Bonus Boost I	+15%	+5%	+35%
Bonus Boost II	+30%	+8%	+50%

SABOTEUR

Saboteurs work to weaken your opponents by inflicting status ailments, or "debuffs". They can also remove status enhancements, either by using the Dispel ability or casting the opposing status ailment. For example, casting Deprotect can negate an active Protect status on an enemy. It is important to fill out an enemy's Libra information to determine which status ailments may be ineffective against an opponent, which also improves the efficiency of AI-controlled Saboteurs.

Saboteurs are also rather good at stabilizing the Chain Gauge, much like Commandos. Unlike Commandos, however, their spells are not particularly damaging, but they have the unique ability to inflict Wound damage on enemies, making them especially good in battles of attrition, where you are forced to chip away at particularly resilient enemies (especially those that can heal themselves).

A special property of debuffs is that every successful "stick" counts as an additional hit towards the Chain Gauge, further improving Chain Bonus and Chain Duration. This effect is not always easy to see, but is very useful in almost any situation.

Saboteur Bonus Boosts increase the success rates of inflicting debuffs.

SABOTEUR BONUS BOOSTS

ROLE BONUS	SUCCESS BOOST (SELF)	SUCCESS BOOST (ALLIES)	SUCCESS BOOST WITH IMPEDER'S OPAL (SELF)
Default	+0%	+5%	+20%
Bonus Boost I	+15%	+5%	+35%
Bonus Boost II	+30%	+8%	+50%

PARADIGM LIST

TWO-ALLY PARADIGMS

NAME	COMPOSITION
Double Trouble	COM + COM
Slash & Burn	COM + RAV
Misdirection	COM + SEN
Divide & Conquer	COM + SAB
Supersoldier	COM + SYN
War & Peace	COM + MED
Dualcasting	RAV + RAV
Arcane Defense	RAV + SEN
Undermine	RAV + SAB
Archmage	RAV + SYN
Yin & Yang	RAV + MED
Twin Shields	SEN + SEN
Stumbling Block	SEN + SAB
Building Block	SEN + SYN
Lifeguard	SEN + MED
Havoc	SAB + SAB
Tide Turner	SAB + SYN
Sap & Salve	SAB + MED
Rally	SYN + SYN
Symbiosis	SYN + MED
Double Dose	MED + MED

THREE-ALLY PARADIGMS

NAME	COMPOSITION
Cerberus	COM + COM + COM
Aggression	COM + COM + RAV
Offensive Screen	COM + COM + SEN
Devastation	COM + COM + SAB
Strike Team	COM + COM + SYN
Tireless Charge	COM + COM + MED
Relentless Assault	COM + RAV + RAV
Delta Attack	COM + RAV + SEN
Ruthless	COM + RAV + SAB
Decimation	COM + RAV + SYN
Diversity	COM + RAV + MED
Guarded Assault	COM + SEN + SEN
Dirty Fighting	COM + SEN + SAB
Strategic Warfare	COM + SEN + SYN
Solidarity	COM + SEN + MED
Exploitation	COM + SAB + SAB
Bully	COM + SAB + SYN
Scouting Party	COM + SAB + MED
All for One	COM + SYN + SYN
Hero's Charge	COM + SYN + MED
Discretion	COM + MED + MED

THREE-ALLY PARADIGMS (CONT.)

NAME	COMPOSITION
Tri-disaster	RAV + RAV + RAV
Mystic Tower	RAV + RAV + SEN
Smart Bomb	RAV + RAV + SAB
Malevolence	RAV + RAV + SYN
Theumaturgy	RAV + RAV + MED
Patient Probing	RAV + SEN + SEN
Matador	RAV + SEN + SAB
Riot Shield	RAV + SEN + SYN
Entourage	RAV + SEN + MED
Assassination	RAV + SAB + SAB
Guerilla	RAV + SAB + SYN
Variety	RAV + SAB + MED
Supernatural	RAV + SYN + SYN
Coordination	RAV + SYN + MED
Perpetual Magic	RAV + MED + MED
Tortoise	SEN + SEN + SEN
Overcaution	SEN + SEN + SAB
Conservation	SEN + SEN + SYN
Consolidation	SEN + SEN + MED
Countermeasure	SEN + SAB + SAB
Premeditation	SEN + SAB + SYN
Attrition	SEN + SAB + MED
Prudent Planning	SEN + SYN + SYN
Protection	SEN + SYN + MED
Combat Clinic	SEN + MED + MED
Infiltration	SAB + SAB + SAB
Espionage	SAB + SAB + SYN
Safe Subversion	SAB + SAB + MED
Superiority	SAB + SYN + SYN
Evened Odds	SAB + SYN + MED
Perseverance	SAB + MED + MED
Rapid Growth	SYN + SYN + SYN
Recuperation	SYN + SYN + MED
Convalescence	SYN + MED + MED
Salvation	MED + MED + MED

PARADIGM TUNING & AI BEHAVIOR

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To truly grasp the complexities of FFXIII-2's combat and optimize your battle strategy, it is important to know what exactly drives the behavior of your AI-controlled allies.

OFFENSIVE ROLES

In general, the AI will try a variety of different abilities the first time it engages an enemy (or when the Bestiary information for a foe is incomplete) in order to determine the extent of an enemy's resistances. This is why most first encounters will involve the AI (and the Auto-battle option) selecting a mixture of Attack and Ruin as a Commando, or a seemingly random barrage of spells as a Ravager or Saboteur. Once an enemy's affinities have been assessed, the AI will proceed to select abilities that are most effective.

- **Commandos** will always opt for the attack that deals the most damage, based on their stats and the target's resistances.
- **Ravagers** will queue abilities that serve to maximize an increase to the Chain Bonus. If Enemy Intel indicates that an opponent can nullify or absorb certain elemental abilities, Ravagers won't use related attacks.
- **Saboteurs** will make use of Enemy Intel to weaken opponents. If you identify an enemy susceptibility to a particular ailment under the "Notes" section (as revealed in the Bestiary of both the game and this guide), the AI will attempt to inflict that debuff first. When all possible ailments have been inflicted, the Saboteur will default to the Wound spell if it is available – or in the case of certain monsters, use Endless Nightmare to sustain existing ailments.

DEFENSIVE ROLES

For these roles, the AI follows patterns that are, in general, less dependent on Enemy Intel.

- **Sentinels** will always use Provoke unless the enemy is immune. They will use their -guard abilities after enemies have been successfully Provoked and will continue to do so for as long as Provoke is active. The AI will favor counterattack abilities such as Entrench and Vendetta when HP is high, and more defensive abilities such as Steelguard and Mediguard when HP is low.
- **Synergists**, like Saboteurs, will make use of Enemy Intel to strengthen allies. If an enemy sheet lists a favored type of attack under "Notes", the AI will prioritize the bestowment of a corresponding buff. For example, if an enemy "delivers devastating physical attacks", the AI will first cast Protect on allies. It will then proceed to cast other buffs, giving priority to defensive statuses when the enemies are numerous and to offensive statuses when you face single targets. Synergists in Normal formation will first apply any all-target enhancements before refreshing them with single-target variants. Synergist monsters with the very useful Endless Blessings ability will use it to refresh enhancements automatically before they expire.
- **Medics** will always prioritize the restoration of HP to over 70% (the point at which the HP gauge turns green) before reviving KO'd allies or removing ailments. They will always prioritize the party leader over other allies. If everyone is alive and healthy, a Medic will continue to heal by using only a single Cure spell at a time. Medic monsters can also employ the Cheer ability when there are no injuries to address. The gradual accumulation of Wound damage in difficult battles can make AI control of Medics less than efficient during protracted combat encounters; its focus on restoring party members to over 70% HP can lead it to cast Cure spells that restore inconsequential sums of HP and ignore more pressing concerns, such as status ailments. In these instances, manual control can make a big difference.

TUNING PARADIGMS

You have the option to "tune" your Paradigms at the Customize screen, which can be employed to engender slight modifications to AI behavior. Note that you can only tune each Paradigm as a whole, and not the algorithms of individual roles within that Paradigm.

- The "**Cross**" formation, denoted by a suffix of "-X," instructs AI allies and the Auto-battle command to focus on single targets. This is useful when you want to apply status enhancements on a single ally, or build Chains and inflict status ailments on a specific enemy.
- The "**Wide**" formation, denoted by a suffix of "-W," causes AI allies and the Auto-battle command to more frequently employ area-effect abilities targeting multiple allies or enemies. For Commandos and Ravagers, this option is very effective in fights against large groups of enemies. It can also be useful in short fights in which you opt to use a Synergist's -ga buffs, which bestow enhancements to all allies but last a short time. An AI Medic in Wide formation will focus on healing the entire party at once, which can be preferable in certain battles.

NOTABLE PARADIGMS

FFXIII-2's Paradigm system focuses on the dynamic duo of Serah and Noel, and an optional supporting entourage of up to three monsters. Because each monster is restricted to a single role, you cannot access every single three-ally Paradigm with any one party configuration. Given this restriction, a good way to build your Paradigm Deck is to start with a core of two-ally Paradigms for Serah and Noel, then round out your team with a trio of monsters capable of augmenting the desired tactics or effects.

OFFENSIVE

Slash & Burn (COM, RAV): The combination of Commando and Ravager is an offensive mainstay, particularly against individual enemies. The Ravager increases the damage dealt by the Commando, who in turn stabilizes the Chain Gauge.

Three-ally extensions

- **Relentless Assault (COM, RAV, RAV)** is the most reliable way to build Chains against tough enemies with high Chain Resistance. You will need the stabilizing effect of the Commando to maintain the gauge over a long period of time, not to mention the benefits of slowly but surely chipping away at their health. This is also an excellent Paradigm against enemies with relatively low Stagger Points, as the Ravagers will continue to ratchet up the Chain Bonus while the Commando enjoys the post-Stagger bonuses to damage output.
- **Ruthless (COM, RAV, SAB)** provides the added benefit of weakening the enemy's defenses as the Commando-Ravager dyad work their craft.

Double Trouble (COM, COM): The power of two Commandos is especially effective at clearing out groups of weaker enemies in very little time. You can also make use of Double Trouble to pile on damage in a battle against a single foe, especially at very high post-Stagger Chain Bonus percentages.

Three-ally extensions

- **Cerberus (COM, COM, COM)** adds the potency of another damage dealer. For long fights in which you expect to be able to reach the peak Chain Bonus of 999.9%, it makes sense to reserve a slot for Cerberus.
- **Aggression (COM, COM, RAV)** is a good post-Stagger Paradigm against a single enemy. Your Commandos will wreak havoc while the lone Ravager continues to raise the Chain Bonus steadily. In addition, Aggression-W is a great choice for defeating groups of enemies; the Ravager can increase the damage dealt by both Commandos by making effective use of area-effect spells.
- **Tireless Charge (COM, COM, MED)** enables your Commandos to persist in their attacks in the face of enemy retaliation. This is another good post-Stagger Paradigm, especially against enemies that cannot be Launched. It is important to make the most of your offensive capabilities during a Stagger, and a pinch of quick healing may let you to do just that.

Undermine (RAV, SAB): Similar in theme to Slash & Burn, this is best employed during a longer battle, or when you face a more resilient foe. The Saboteur applies ailments in preparation for a later switch to a Commando-based Paradigm to exploit inflicted weaknesses, amplified by the Chain built up by the Ravager.

Three-ally extensions

- **Smart Bomb (RAV, SAB, RAV)** is an excellent Paradigm for building Chains in harder fights, especially against enemies that weaken substantially post-Stagger. You can then unleash Commandos to devastate your opponent's HP gauge.
- **Assassination (RAV, SAB, SAB)** places a heavier emphasis on inflicting your enemies with ailments. Assassination-W can be employed to weaken groups of enemies in a short time. A pair of Saboteurs can also be useful against foes who are particularly resistant to negative statuses.

Dualcasting (RAV, RAV): This Paradigm focuses on building Chains as quickly as possible. With only a party of two, this is not an advisable opening Paradigm – you will find it difficult to maintain the Chain Gauge – but it can be employed effectively after an initial dose of Slash & Burn or Undermine. You should note, however, that Staggering enemies in this fashion can reduce the overall duration of a Stagger period – see page 194.

Three-ally extensions

- **Tri-disaster (RAV, RAV, RAV)** should be a staple of aggressive play. The benefits of its potential to send the gauge skyrocketing should be obvious. Make sure, however, that your party is coordinated enough to maintain the Chain Gauge up to the Stagger Point, especially against enemies who are capable of interrupting your attacks with regular frequency.
- **Mystic Tower (RAV, RAV, SEN)** enables you to increase Chains rapidly while using a Sentinel to shield the party from potentially disruptive counterattacks.
- **Malevolence (RAV, RAV, SYN)** can be useful when you employ a Synergist monster with the ability to bestow Bravery and Faith on the party. While the Ravagers are Chaining, your team is being buffed in anticipation of being able to unleash a torrent of damage when you Stagger your opponent.

DEFENSIVE

Twin Shields (SEN, SEN): The ultimate defensive Paradigm, this is useful as a temporary measure against the strongest enemy attacks, when every percentage point of damage reduction counts.

Three-ally extensions

- **Tortoise (SEN, SEN, SEN)** should be similarly employed when adventuring with a full party. When a notification warns you that a powerful opponent is poised to launch a signature attack, an instant Paradigm Shift to Tortoise will make a colossal difference – sometimes, it really is a matter of life or death. This is an essential Paradigm in many of FFXIII-2's most challenging battles.

Symbiosis (SEN, SYN) and **Lifeguard (SEN, MED):** These two Paradigms use the defensive prowess of a Sentinel to offer you a safe way to buff or heal your party.

Three-ally extensions

- **Protection (SEN, SYN, MED)** is an excellent all-around defensive option, using the Sentinel to mitigate further incoming damage during a temporary break for healing and buffing.

Double Dose (MED, MED): The deployment of two Medics is generally a great way to regenerate health quickly. A general tip for Paradigms with multiple Medics is to have your leader act in direct opposition to your AI formation. This ensures that you will be making the most out of everyone's abilities. For example, if Serah is your leader, then Double Dose-W is the way to go. As she does not possess any multi-ally healing spells, you will want Noel to be using Cura and Curaja constantly while Serah focuses on the individual with the lowest overall health or Esuna use to remove debuffs.

Three-ally extensions

- **Salvation (MED, MED, MED)** will quickly bring your party back from the brink of death.
- **Combat Clinic (MED, MED, SEN)** is most efficiently employed by switching from a Paradigm in which the Sentinel was already active, maintaining the Sentinel's distraction and deterrence while allowing the Medics to top up the party's health rapidly.
- **Discretion (MED, MED, COM)** can be utilized to recover while maintaining any Chain Bonus accrued against an enemy. You certainly would not want to waste your turns spent building up the gauge with a simple bout of healing.

BALANCED

Misdirection (COM, SEN) and **War & Peace (COM, MED):** With either of these Paradigms, you get a strong combination of both offense and defense. The Commando is free to go on the attack and maintain the Chain Gauge. In Misdirection, a Sentinel protects both allies and draws the attention of the enemy. War & Peace provides an attractive alternative when healing is required.

Three-ally extensions

- **Delta Attack (COM, SEN, RAV)** is a staple Paradigm whenever you face opponents that are slightly too powerful (or numerous) for your party to cope with. It's also a useful configuration when you need to assess an unfamiliar enemy's potential, testing their mettle while the SEN provides a defensive backbone. Finally, it can serve as an all-around Paradigm for when there is limited space in your deck to install more specialized options.
- **Diversity (COM, MED, RAV)** is useful as a complement to Relentless Assault, swapping a RAV for a MED whenever you need a quick bout of healing or debuff removal. It is inefficient as a persistent Paradigm, however, as you run the risk of having your Medic idle when there is little healing required.
- **Solidarity (COM, SEN, MED)** has a similar relationship with Delta Attack, enabling you to heal for short intervals before returning to the core Paradigm. The COM is critically important in maintaining an active Chain against very powerful enemies.

Supersoldier (COM, SYN): This is an interesting combination, in which the Commando serves to exploit or maintain the active Chain Bonus, while the Synergist provides buffs to enhance the assault.

Three-ally extensions

- **Hero's Charge (COM, SYN, MED)** is a good way to consolidate your offense into a single character. Ideally, the Synergist should prioritize the endowment of buffs such as Bravery and Faith to the Commando, while the Medic keeps everyone in good shape. For this reason, Hero's Charge-X, using a Synergist monster, is probably the best variant of this Paradigm.
- **Decimation (COM, SYN, RAV)** can be a useful mid-battle option to sustain the momentum of an offensive while the Synergist further amplifies the party's abilities.

TACTICAL

Tide Turner (SAB, SYN): A great way to start any major battle is to activate both a Saboteur and a Synergist to lay the groundwork for a strengthened party and weakened enemy. Once the desired status enhancements and ailments are in place, you can switch to a more offensive Paradigm and attack in earnest.

Three-ally extensions

- **Guerilla (SAB, SYN, RAV)** provides the added benefit of building the Chain Gauge immediately in conjunction with the Saboteur's gauge-stabilizing effects. It can be an excellent choice against many of the toughest enemies in the game.
- **Espionage (SAB, SYN, SAB)** and **Superiority (SAB, SYN, SYN)** are two variations of the same basic idea, which is to buff and debuff as quickly and efficiently as possible.
- **Evened Odds (SAB, SYN, MED)** is an effective mid-battle Paradigm, allowing you to refresh statuses and top up your party's health simultaneously – optimally, just before a Stagger, or once the Chain Bonus is reset to 100%.

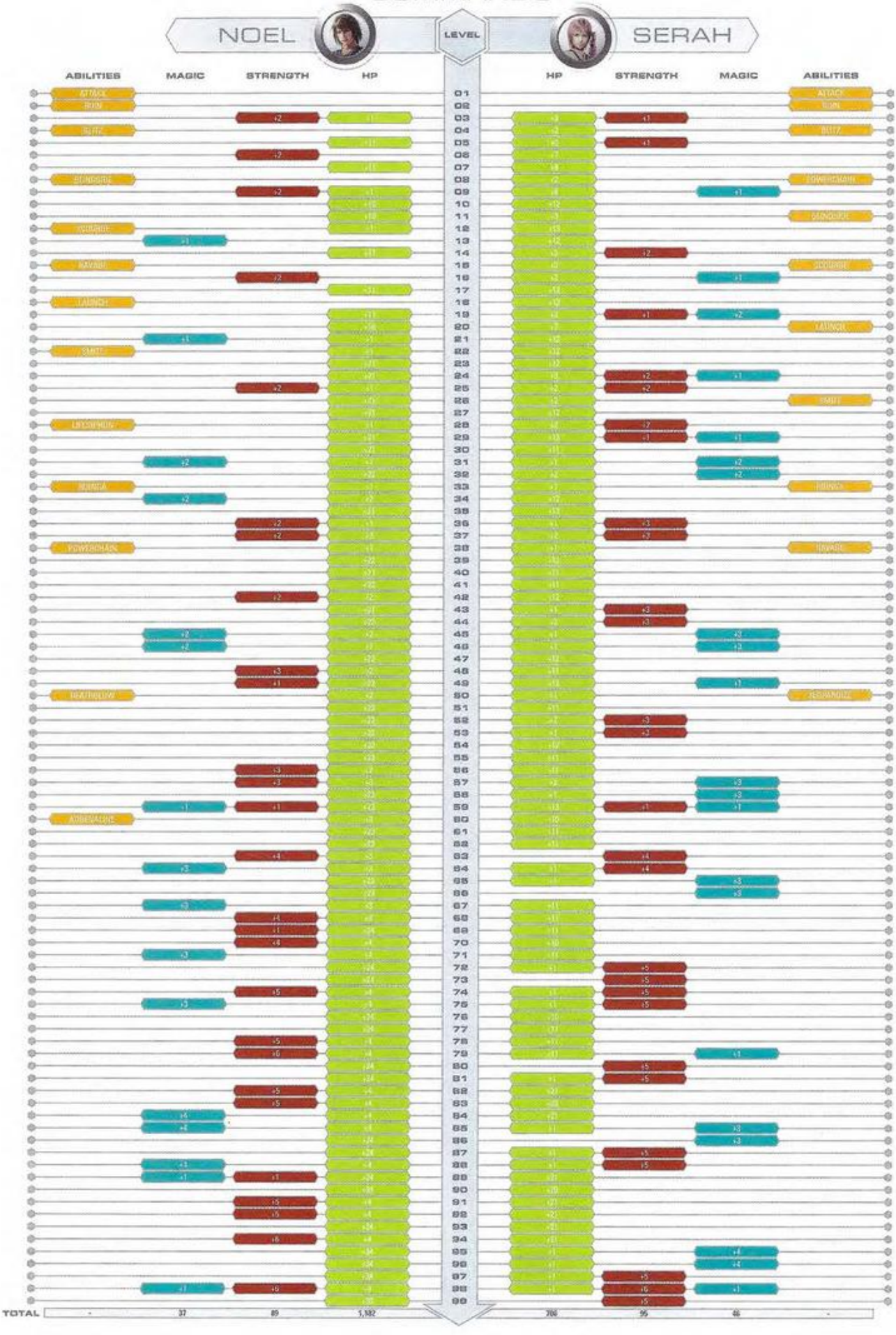
Stumbling Block (SEN, SAB): The advantages of this pairing may not be immediately apparent, but in fights against strong enemies with high resistance to status ailments, the Sentinel will buy time for the Saboteur to connect successfully with his or her spells.

Three-ally extensions

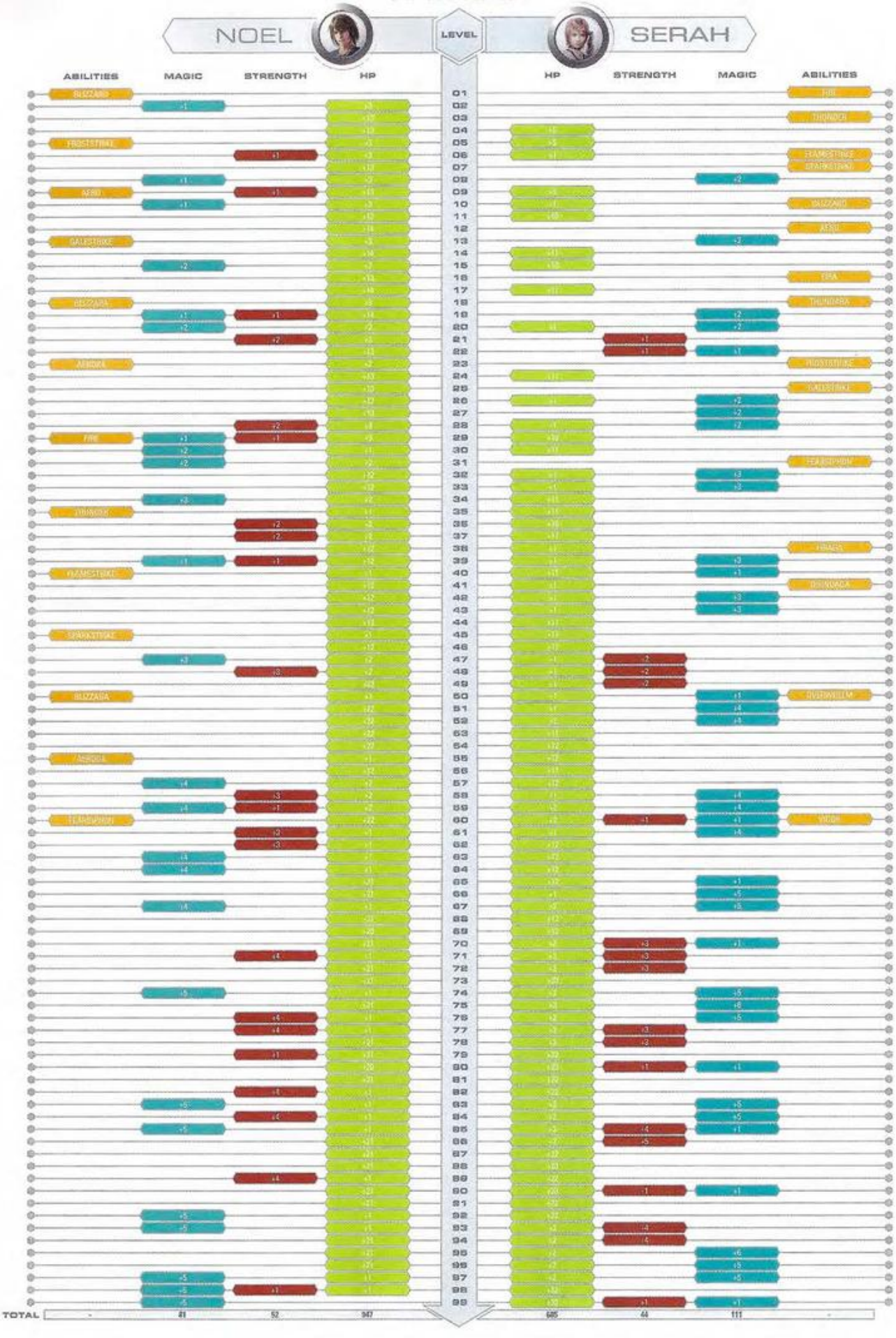
- **Matador (SEN, SAB, RAV)** grants you an early start to your Chain-building, while the Sentinel continues to provide cover for your party.
- **Premeditation (SEN, SAB, SYN)** postpones offense in favor of buffing your party. The Sentinel draws fire until defensive buffs are in place, while the SAB attempts to weaken your opponent in advance of your imminent onslaught.

CRYSTARIUM

COMMANDO



RAVAGER



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SENTINEL

NOEL
LEVEL
SERAH
ABILITIES
MAGIC
STRENGTH
HP
HP
STRENGTH
MAGIC
ABILITIES
PROVOKE
MEDIGUARD
FRINGEWARD
DEATHWARD
ENLIGHTEN
EARMENT GUARD
RETRIEVE
STEELGUARD
ELEMENT GUARD
FRINGEWARD
VENGEFUL
DEATHWARD
REMOVE
TOTAL
67
111
1,656
1,258
78
76

SABOTEUR

NOEL

LEVEL

SERAH

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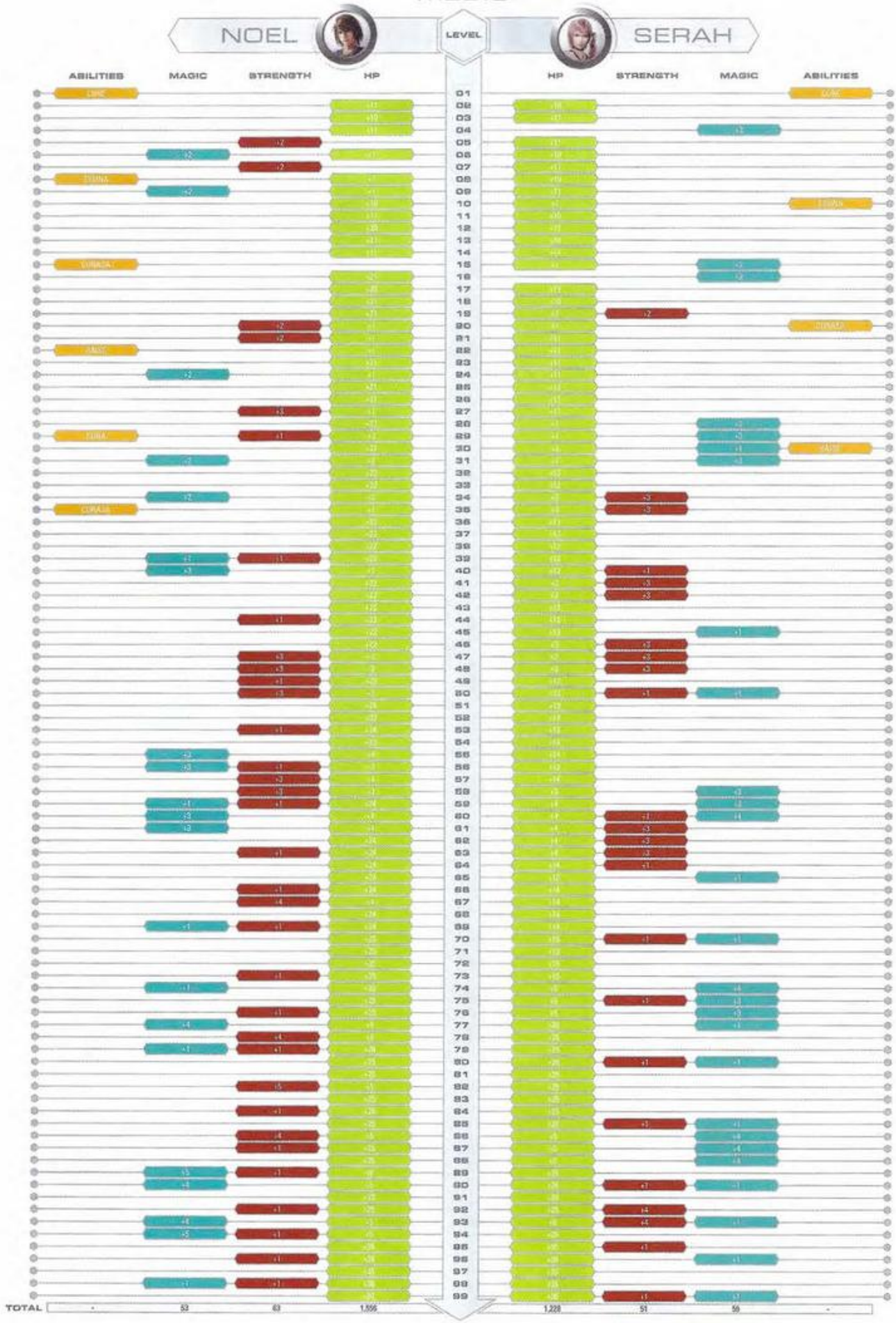
SYNERGIST

NOEL
LEVEL
SERAH
ABILITIES
MAGIC
STRENGTH
HP
HP
STRENGTH
MAGIC
ABILITIES
SHIELD
PROTECT
VEIL
VENGEANCE
PROTECTRA
SHIELDRA
VEILRA
VENGARA
BOOST
PROTECT
SHIELD
VEIL
VENGEANCE
TOTAL
51
53
1,301
1,016
64
55

MEDIC



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CHARACTER DEVELOPMENT

CRYSTARIUM STRUCTURE

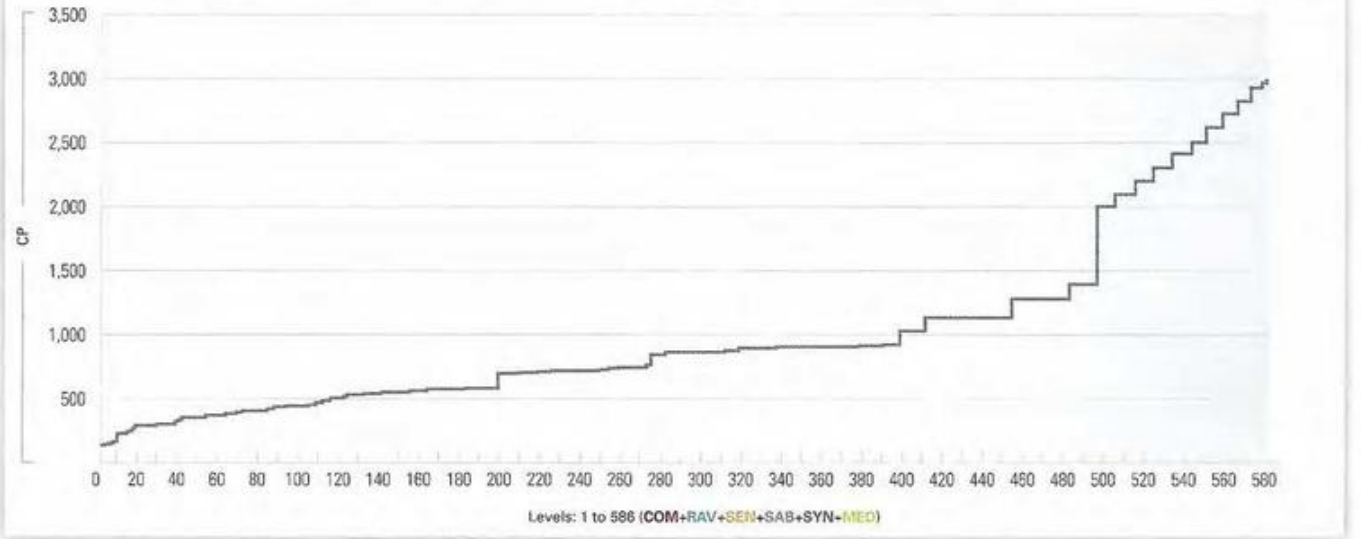
The Crystarium is structured as a "constellation" of nodes that has a unique shape for Serah, Noel, and each recruitable genus of monster. You advance in the Crystarium and improve your party by investing Crystogen Points (abbreviated as CP) to purchase each node.

Every new node that you buy represents a level gained by the character in the selected role. Levels usually lead to at least one form of raw stat improvement, but will also unlock new abilities at predetermined level milestones. The path is strictly linear: you can only customize your characters by choosing which role to level up at each node.

Each of the six roles can be leveled up 98 times (from 1 to 99), though both characters have two roles that begin at Level 2: Commando and Ravager for Serah, and Commando and Sentinel for Noel. The more total levels you gain in all roles, the greater the CP costs become for further advancement. These costs start at 100 CP, but gradually increase to reach 3,000 CP once you are close to maxing out your characters – as shown in the accompanying diagram.

Once all nodes in a constellation have been filled, you have completed that "Stage". This leads to a Crystarium Expansion, which provides an entirely new set of nodes to purchase. You will also be given the opportunity to select an Expansion bonus for your characters. These provide many different benefits, from new roles to practical bonuses such as ATB gauge expansions, so there's a degree of strategy to picking the best upgrades for your current stage of development. We'll return to this topic shortly.

CP COSTS PER LEVEL

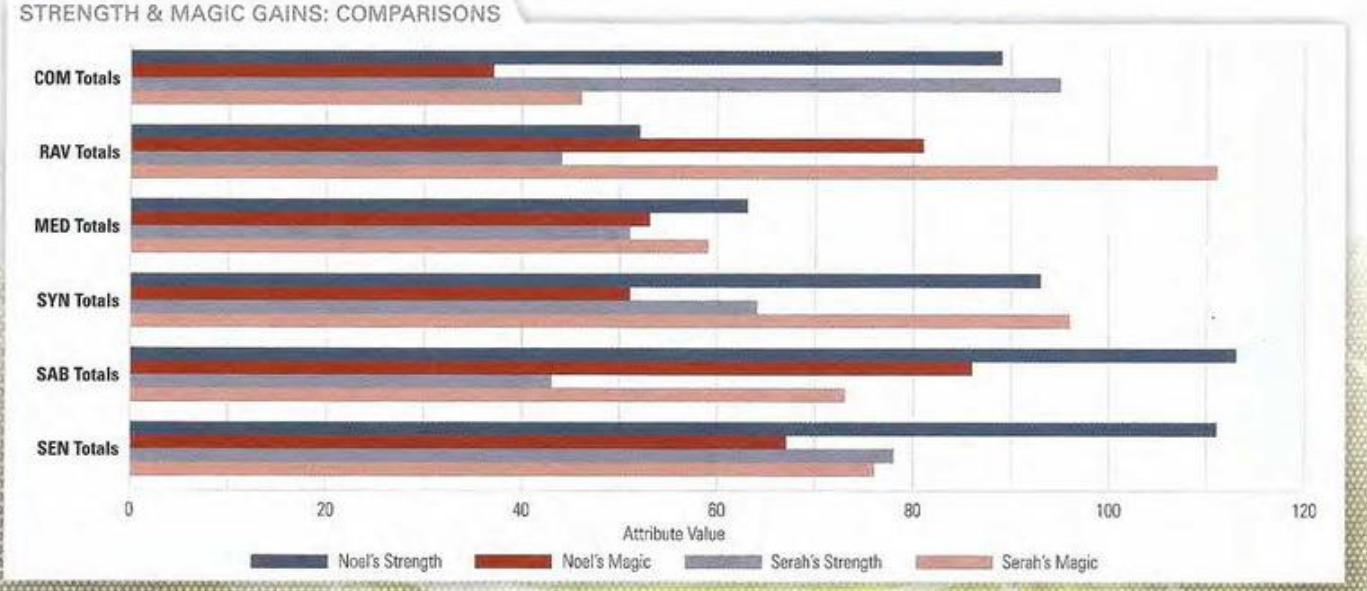


STAT GAINS

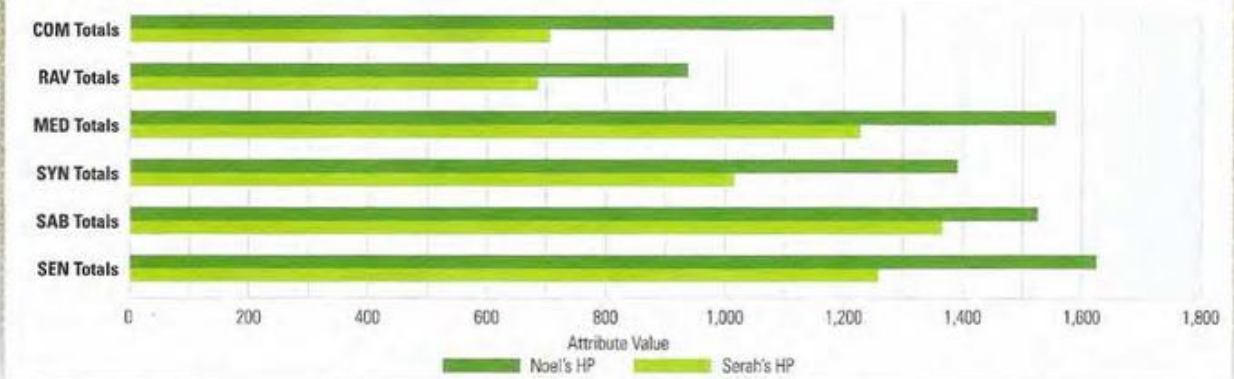
The stat gains received by your characters depend on the role that you are currently leveling up. Improvements for each role are documented in the Crystarium diagrams that appear from page 208 to page 213. These gains tend to be consistent from one playthrough to another, though a random factor can lead to subtle differences.

Study the accompanying graphs to learn about the overall stat gains available to Serah and Noel through the Crystarium. Note that these are "raw" totals, and do not take into account bonus stats granted by Role Bonuses when you purchase large nodes (see the next page).

STRENGTH & MAGIC GAINS: COMPARISONS



HP GAINS: COMPARISONS



TOTAL STAT GAINS

ATTRIBUTE	SERAH	NOEL
Strength	375	520
Magic	480	375
HP	6,250	8,200

Note that there is some degree of variability to the raw growths, so your final numbers may vary slightly.

It is easy to see that Noel has the advantage in HP and Strength, while Serah favors Magic. Growths are also not uniform between roles; for example, the Medic role offers an abundance of HP boosts, but precious few Strength and Magic enhancements when compared to other roles.

When planning your character development, it is important to consider the growth offered by each role juxtaposed with the number and relative quality of their abilities in that role. You can learn which abilities each character can learn in the Crystarium section. The following table offers a general and subjective evaluation.

ABILITY PROFICIENCY: COMPARISON

ROLE	PROFICIENCY	
	SERAH	NOEL
Commando	Medium	High
Ravager	High	Medium
Sentinel	Medium	Medium
Saboteur	High	Low
Synergist	Low	High
Medic	Medium	High

ROLE BONUSES

Each constellation is defined by a certain configuration of connected points. These points are represented by large nodes and remain fixed from one Stage to the next; therefore, there will always be the same number of large nodes at every Stage of a particular Crystarium. However, the lines connecting the large nodes feature additional small nodes as you advance further in the Crystarium.

As you might suspect, there is a difference between how large and small nodes affect your character's growth. Filling a large node leads to what is known as a Role Bonus in addition to the "raw" gain – an extra stat boost which depends on which role you are leveling at the time. The three different possibilities are +6 HP, +2 Strength, or +2 Magic, as shown in the following table.

ROLE BONUSES

ROLE	ROLE BONUS
Commando	+2 Strength
Ravager	+2 Magic
Sentinel	+6 HP
Saboteur	+2 Strength (even levels) +2 Magic (odd levels)
Synergist	+6 HP (even levels) +2 Magic (odd levels)
Medic	+6 HP

Considering that there are 197 large nodes to be filled in all, this can have a huge impact on the final stats for Serah and Noel. If you are interested in maximizing character development potential, we strongly recommend always skewing your Role Bonuses (in other words, large nodes) towards a "power stat" (either Strength or Magic), while using small nodes to level the roles that do not offer gains to a power stat (such as Medic and Sentinel). There are multiple reasons for this:

- When you take final stats for Serah and Noel into account, the Role Bonus for HP is clearly inferior to that for Strength or Magic.
- Focusing on the primary stat for Serah and Noel enables you to offset the lower stat boosts on weapons that offer useful passive abilities (such as ATB Rate +X%).
- Obtaining power stat bonuses and equipping HP-boosting accessories will result in a greater overall gain in comparison to obtaining HP bonuses and equipping power-boosting accessories. Of course, you could also double up on the augmentation of a power stat (both Strength Role Bonuses and Strength-boosting accessories) for a profound effect on a character's overall efficiency.

Playing to the natural proficiencies of your characters, this means that Serah should focus on acquiring extra points in Magic, while Noel should pick up most of the bonuses to Strength.

The Saboteur and Synergist Role Bonuses require a degree of careful planning and concentration. You need to be very specific in planning which large nodes to use in order to obtain the desired stat bonus at the appropriate levels. If you are trying to milk every appropriate stat point from either of these two roles, you may find it useful to save frequently between leveling sprees to safeguard against potential mistakes. If you agree with our suggestions, you should mainly select Role Bonuses from the Commando, Ravager, Saboteur and Synergist roles, and focus on a single power stat: Strength or Magic.

It is definitely to your advantage to plan the distribution of your Role Bonuses. While Serah and Noel are by no means blank slates, as their raw growths instill them with natural proclivities, there is still plenty of room for stat customization.

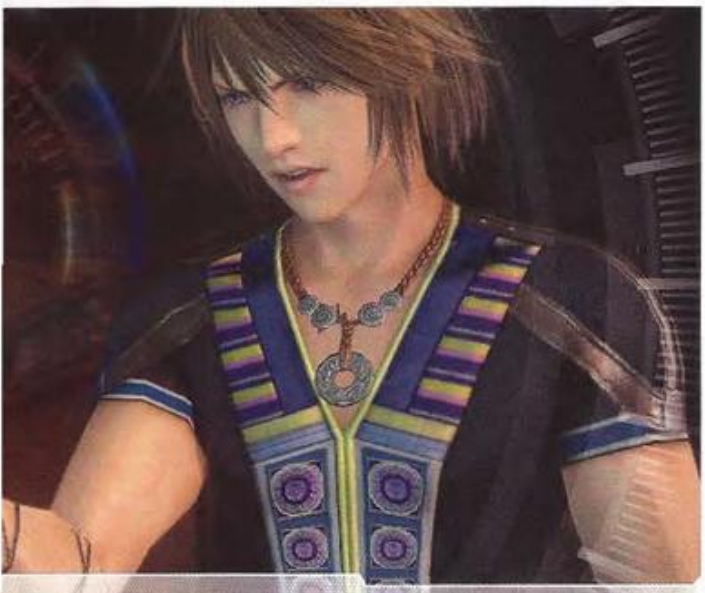
CRYSTARIUM EXPANSIONS

One Crystarium Expansion bonus is granted at the completion of each Stage, for a total of 21 in all. You will eventually be able to obtain all possible Expansion bonuses by maxing out your characters, but the order in which you do so from Stage to Stage merits careful consideration.

The following table lists the different types of Expansion bonuses, as well as any corresponding restrictions. Naturally, not all Expansion bonuses are created equal. We include our thoughts on the optimal order to obtain these in the "Comments" section.

CRYSTARIUM EXPANSION BONUSES

EXPANSION BONUS	AVAILABILITY	PRIORITY (SERAH)	PRIORITY (NOEL)	COMMENTS
Increase ATB gauge (1)	Stage 2	High	High	Obtaining a fourth ATB segment as soon as possible is critically important, as doing so will enable you to double up on two-segment abilities every turn.
Increase ATB gauge (2)	After acquiring first ATB gauge increase	Medium	Low/Medium	The second extra ATB segment is less vital; there are many other important bonuses that are perhaps more worthwhile early on. Serah can make good use of an extra segment at an early stage, though, as it complements her natural speed.
Increase Accessory Capacity: +20 (1)	Stage 2	Medium	Medium	While an increase in accessory capacity is not a must-have early in the game, you should obtain at least the first upgrade before the midway point of the main storyline. Without at least one upgrade in this category, many accessories cannot be equipped, severely limiting your strategic options.
Increase Accessory Capacity: +20 (2)	After acquiring Increase Accessory Capacity: +20 (1)	Medium	Medium	The timing for these bonuses is rather subjective, but we believe that Noel can make better use of the extra capacity than Serah, as he has access to more agreeable combinations of equipment to invoke useful Synthesized Abilities. Also, maxing out his capacity to equip the Durable Collector Catalog can be very helpful for those looking to dive deep into post-story play as efficiently as possible.
Increase Accessory Capacity: +10	After acquiring Increase Accessory Capacity: +20 (2)	Low	Medium	
Unique ability: Ultima Arrow (Serah), Meteor Javelin (Noel)	Stage 11	High	High	Ultima Arrow can help in many tough fights, when you need to maximize the ability of your party to deal damage during a Stagger. Meteor Javelin is functionally similar, but takes more preparation to maximize its effect (specifically, a Bravery buff and a very high Chain Bonus).
Unlock Saboteur	Stage 2 (Serah); Stage 4 (Noel)	High	Low/Medium	While the Saboteur role provides huge stat gains for Noel, his debuffing skills are inferior to those of Serah.
Unlock Synergist	Stage 4 (Serah); Stage 2 (Noel)	Low/Medium	High	Noel should be your go-to character for the bestowment of defensive buffs on your party; Serah has neither all-target abilities nor Boon.
Unlock Medic	Stage 3	High	High	Relying solely on a monster ally to heal your party is dangerous; having at least two potential Medics is a much safer option in tough fights. Both characters have advantages and drawbacks; Serah's naturally higher Magic stat and faster casting speed is offset by the fact that she lacks the all-target spells that Noel has.
Commando Bonus Boost I and II (page 202)	Typically, you will be allowed to enhance one of two roles during each Expansion. These roles will be the ones that you spent the most levels developing over the previously completed Stage. If you have predominately leveled a single role throughout an entire Stage, the only enhancement available may be the one for that role; there may not even be any enhancement options available at all if you have already obtained both Bonus Boosts.	Medium	Medium	If you deal more damage, you'll be able to defeat enemies more quickly. That being said, the extra percentage points gained may not be enough to warrant their immediate acquisition.
Ravager Bonus Boost I and II (page 202)		Medium	Medium	While improvements to Chain-building are undoubtedly critical to success in combat, there are other ways to enhance your capabilities in this area (the Chain Bonus line of weapons, the ATB Rate weapons, or extra ATB segments).
Sentinel Bonus Boost I and II (page 202)		Low	Low	The default damage reduction provided by Sentinels is already quite significant; it is unlikely that you'll need the smaller boosts provided by these bonuses before delving into post-story play against the game's toughest opponents.
Saboteur Bonus Boost I and II (page 203)		High	Low	As your main Saboteur, Serah should pick up these bonuses as soon as possible. Enhancing the success rate of her debuffs will have a huge impact in the game's more difficult fights.
Synergist Bonus Boost I and II (page 203)	If you reach Level 99 in a role without obtaining both role enhancements, any corresponding Bonus Boosts will be permanently available at each subsequent Expansion.	Low	Low	The bonuses to buff duration are substantial, but the default defensive status enhancements cast by Serah and Noel already have a duration of 180 seconds. In most fights, Synergist Bonus Boosts will not have a significant effect on battle strategy.
Medic Bonus Boost I and II (page 203)		Medium	Medium	The extra HP healed per spell really adds up over a full turn and beyond, which makes these bonuses rather important and worth taking relatively early if you frequently employ one or both characters as Medics.



SERAH: OPTIMUM CRYSTARIUM DEVELOPMENT

Serah's best roles are Saboteur, Ravager, Medic, and Commando, and she's more naturally inclined towards Magic than Strength. These characteristics complement each other well; coupled with her speed, high Magic will serve to further enhance each of her favored roles. For this reason, it is best to pour most (if not almost all) of her Role Bonuses into this stat.

With her Expansion bonuses, you should definitely consider prioritizing Saboteur enhancements; obtaining both Bonus Boosts early on will make her a potent weapon in tough fights where debuffs help greatly. After this, acquire accessory capacity and the final ATB segment, along with Bonus Boosts for other roles in which she can excel.

In the following table, we propose an "optimized" development plan for Serah.

PRIMER
WALKTHROUGH
COMPLETION TIMELINE
TOUR GUIDE
STRATEGY & ANALYSIS
INVENTORY
BESTIARY
EXTRAS
INDEX
ADVANCED COMBAT
PARADIGMS & ROLES
CRYSTARIUM
CHARACTER DEVELOPMENT
TAMED MONSTERS
ABILITIES
TEMPORAL RIFT PUZZLES

SERAH: OPTIMUM CRYSTARIUM DEVELOPMENT

STAGE	CP COST	EXPANSION BONUS	LEVELS GAINED/TOTAL LEVELS						ROLE BONUSES
			COM	RAV	SEN	SAB	SYN	MED	
1	2,580	-	7 **9**	8 **10**	2 **3**	-	-	-	8 RAV (+16 Magic)
2	4,570	ATB +1	11 **20**	9 **19**	- **3**	-	-	-	9 RAV (+18 Magic)
3	5,580	Unlock SAB	6 **26**	4 **23**	- **3**	10 **11**	-	-	5 RAV, 4 SAB (+18 Magic)
4	7,360	Unlock MED	- **26**	6 **29**	- **3**	7 **18**	-	7 **8**	6 RAV, 3 SAB (+18 Magic)
5	7,890	SAB Bonus Boost I	4 **30**	3 **32**	- **3**	11 **29**	-	2 **10**	3 RAV, 6 SAB (+18 Magic)
6	8,340	SAB Bonus Boost II	3 **33**	3 **35**	2 **5**	12 **41**	-	- **10**	3 RAV, 6 SAB (+18 Magic)
7	9,480	Accessory Capacity +20	8 **41**	6 **41**	- **5**	6 **47**	-	- **10**	6 RAV, 3 SAB (+18 Magic)
8	9,960	COM Bonus Boost I	- **41**	8 **49**	- **5**	3 **50**	-	9 **19**	8 RAV, 1 SAB (+18 Magic)
9	10,130	ATB +1	- **41**	9 **58**	- **5**	- **50**	-	11 **30**	9 RAV (+18 Magic)
10	16,840	MED Bonus Boost I	- **41**	4 **62**	16 **21**	10 **60**	-	- **30**	4 RAV, 5 SAB (+18 Magic)
11	19,390	Ultima Arrow	9 **50**	- **62**	4 **25**	17 **77**	-	- **30**	9 SAB (+18 Magic)
12	19,930	COM Bonus Boost II	- **50**	1 **63**	13 **38**	16 **93**	-	- **30**	1 RAV, 8 SAB (+18 Magic)
13	21,420	Accessory Capacity +20	6 **56**	6 **69**	12 **50**	6 **99**	-	- **30**	6 RAV, 3 SAB (+18 Magic)
14	24,620	RAV Bonus Boost I	21 **77**	9 **78**	- **50**	- **99**	-	- **30**	9 RAV (+18 Magic)
15	25,530	RAV Bonus Boost II	- **77**	9 **87**	- **50**	- **99**	-	21 **51**	9 RAV (+18 Magic)
16	26,170	Unlock SYN	- **77**	8 **95**	- **50**	- **99**	2 **3**	20 **71**	8 RAV, 1 SYN (+18 Magic)
17	30,560	MED Bonus Boost II	- **77**	1 **96**	- **50**	- **99**	16 **19**	13 **84**	1 RAV, 8 SYN (+18 Magic)
18	33,000	Accessory Capacity +10	- **77**	1 **97**	13 **63**	- **99**	16 **35**	- **84**	1 RAV, 8 SYN (+18 Magic)
19	36,100	SEN Bonus Boost I	- **77**	1 **98**	13 **76**	- **99**	16 **51**	- **84**	1 RAV, 8 SYN (+18 Magic)
20	52,600	SEN Bonus Boost II	- **77**	1 **99**	- **76**	- **99**	16 **67**	13 **97**	1 RAV, 8 SYN (+18 Magic)
21	94,600	SYN Bonus Boost I	- **77**	- **99**	23 **99**	- **99**	16 **83**	1 **98**	8 SYN, 1 MED (+6 HP, +16 Magic)
22	107,600	SYN Bonus Boost II	22 **99**	- **99**	- **99**	- **99**	16 **99**	1 **99**	8 SYN, 1 MED (+6 HP, +16 Magic)

FINAL STATS

HP	6,619
Strength	402
Magic	880

NOEL: OPTIMUM CRYSTARIUM DEVELOPMENT

Noel is quite clearly an excellent Commando, but it will also be to your advantage to level up his Medic role and learn the useful all-target healing spells that Serah lacks. Noel is also primed to be your main defensive Synergist. Finally, his Ravager development should not be neglected; you'll want to improve his Chain-building abilities as often as you can, as he lacks Serah's natural alacrity.

We suggest developing these four roles roughly in tandem with one another, with a slightly greater focus on Commando. The optimization plan we offer with Noel focuses on taking all possible Strength Role Bonuses (97 from Commando, plus another 49 from Saboteur) and then filling out the rest of the large nodes with Magic bonuses, mainly from his Synergist levels. In this way, you can greatly enhance his physical damage potential while maintaining a respectable Magic stat.

As previously mentioned, maxing out Noel's accessory capacity relatively early during post-story play will enable him to equip the Durable Collector Catalog, which will double your gil rewards from battles and increase the rate at which you obtain valuable drops. You will also be able to make full use of all the best Synthesized Abilities.

NOEL: OPTIMUM CRYSTARIUM DEVELOPMENT

STAGE	CP COST	EXPANSION BONUS	LEVELS GAINED/TOTAL LEVELS						ROLE BONUSES
			COM	RAV	SEN	SAB	SYN	MED	
1	2,580	-	8 **10**	8 **9**	1 **3**	-	-	-	8 COM (+16 Strength)
2	4,570	ATB +1	9 **19**	11 **20**	- **3**	-	-	-	9 COM (+18 Strength)
3	5,580	Unlock SYN	4 **23**	6 **26**	- **3**	-	10 **11**	-	4 COM, 5 SYN (+8 Strength, +10 Magic)
4	7,360	Unlock MED	9 **32**	4 **30**	- **3**	-	- **11**	7 **8**	9 COM (+18 Strength)
5	7,890	COM Bonus Boost I	9 **41**	11 **41**	- **3**	-	- **11**	- **8**	8 COM, 1 SYN (+16 Strength, +2 Magic)
6	8,340	RAV Bonus Boost I	1 **42**	3 **44**	- **3**	-	16 **27**	- **8**	1 COM, 8 SYN (+2 Strength, +16 Magic)
7	9,480	Accessory Capacity +20	9 **51**	- **44**	- **3**	-	- **27**	11 **19**	9 COM (+18 Strength)
8	9,960	MED Bonus Boost I	9 **60**	- **44**	- **3**	-	- **27**	11 **30**	9 COM (+18 Strength)
9	10,130	MED Bonus Boost II	9 **69**	6 **50**	- **3**	-	- **27**	5 **35**	9 COM (+18 Strength)
10	16,840	COM Bonus Boost II	1 **70**	- **50**	13 **16**	-	16 **43**	- **35**	1 COM, 8 SYN (+2 Strength, +16 Magic)
11	19,390	Meteor Javelin	6 **76**	- **50**	17 **33**	-	7 **50**	- **35**	6 COM, 3 SYN (+12 Strength, +6 Magic)
12	19,930	Accessory Capacity +20	5 **81**	11 **61**	7 **40**	-	7 **57**	- **35**	5 COM, 4 SYN (+10 Strength, +8 Magic)
13	21,420	RAV Bonus Boost II	9 **90**	21 **82**	- **40**	-	- **57**	- **35**	9 COM (+18 Strength)
14	24,620	Accessory Capacity +10	5 **95**	17 **99**	- **40**	-	8 **65**	- **35**	5 COM, 4 SYN (+10 Strength, +8 Magic)
15	25,530	Unlock SAB	- **95**	- **99**	- **40**	14 **15**	4 **69**	12 **47**	7 SAB, 2 SYN (+14 Strength, +4 Magic)
16	26,170	ATB +1	- **95**	- **99**	- **40**	14 **29**	4 **73**	12 **59**	7 SAB, 2 SYN (+14 Strength, +4 Magic)
17	30,560	SAB Bonus Boost I	- **95**	- **99**	- **40**	8 **37**	10 **83**	12 **71**	4 SAB, 5 SYN (+8 Strength, +10 Magic)
18	33,000	SYN Bonus Boost I	- **95**	- **99**	10 **50**	17 **54**	- **83**	3 **74**	9 SAB (+18 Strength)
19	36,100	SAB Bonus Boost II	1 **96**	- **99**	13 **63**	16 **70**	- **83**	- **74**	1 COM, 8 SAB (+18 Strength)
20	52,600	SEN Bonus Boost I	1 **97**	- **99**	13 **76**	- **70**	16 **99**	- **74**	1 COM, 8 SYN (+2 Strength, +16 Magic)
21	94,600	SYN Bonus Boost II	1 **98**	- **99**	23 **99**	16 **86**	- **99**	- **74**	1 COM, 8 SAB (+18 Strength)
22	107,600	SEN Bonus Boost II	1 **99**	- **99**	- **99**	13 **99**	- **99**	25 **99**	1 COM, 8 SAB (+14 Strength, +4 Magic)

FINAL STATS

HP	8,550
Strength	851
Magic	509

ADDITIONAL COMMENTS

Although we have stressed Serah's naturally high Magic and Noel's innate Strength, the flexibility of the Crystarium means that you can flip this dynamic on its head by following a "reverse" optimization route, in which you obtain all possible Strength Role Bonuses for Serah and all possible Magic Role Bonuses for Noel. This can be surprisingly effective when combined with the Wild Chorus and Blessed Blade weapons, which grant an additional +35% to Strength and Magic for Serah and Noel respectively (see page 256). There are some obvious drawbacks to being restricted to a single weapon in order to make the most out of these builds, but those looking to explore alternative play styles may be interested in taking this route with one or both characters.

Also of note are weapons with the "Power/Mana Link" property, which grant no conventional stat bonuses, but serve to fix what would usually be the lower stat for each character to match the higher one. These weapons are Nagaraja (which aligns Serah's Strength to her Magic) and The Tower (which does the opposite for Noel). Using the optimizations that we have provided is the best way to make the most of these weapons. This will enable Serah and Noel to boost their "secondary" stats considerably while retaining their primary affinities.

To see a side-by-side comparison of these different builds, consider the accompanying table. In this, we take the listed final stats of our suggested optimizations (including weapon bonuses) and compare them with other setups in which the Role Bonus stats have been redistributed.

IMPACT OF OPTIMIZATION ON FINAL STATS

PARTY MEMBER	NO OPTIMIZATION, WITH "ATB +1" WEAPONS		SUGGESTED OPTIMIZATION, WITH "ATB +1" WEAPONS		"BALANCED" OPTIMIZATION, WITH "ATB +1" WEAPONS		SUGGESTED OPTIMIZATION, WITH "LINK" WEAPONS		"REVERSE" OPTIMIZATION, WITH "+35%" WEAPONS	
	STRENGTH	MAGIC	STRENGTH	MAGIC	STRENGTH	MAGIC	STRENGTH	MAGIC	STRENGTH	MAGIC
Serah	599	728	517	1,040	779	778	881	881	937	588
Noel	802	598	1,011	624	817	818	852	852	559	1,081

If you choose to follow our suggested leveling scheme for Serah and Noel, we recommend that you accumulate sufficient CP to level one entire Stage at a time and save your game before doing so. Keeping track of levels and large nodes can be tricky, especially when you are trying to obtain specific Saboteur and Synergist bonuses.

UNIQUE MONSTERS

Important: Certain Monster Crystals can only be obtained once, and cannot be replaced. These are Gigantuar (once you have defeated the only three available in the entire game – see page 108), Twilight Odin, the Golden Chocobo, and all seven Monster Crystals acquired with the Improved Moogle Throw (see page 267). Think very carefully before you level, infuse or release them: they really are one-of-a-kind items.

TAMING MONSTERS

Every time you defeat a recruitable monster in battle, there is a chance that it will drop a crystal. Acquiring one of these enables you to call on the monster in question to fight alongside Serah and Noel in battle, and develop their abilities via the Crystarium. Chocobos aside, you can only carry one of each individual monster at a time, though you can recapture infused or released crystals (with a few exceptions – see "Unique Monsters") by fighting the original monster again until you tame another.

Each monster is fixed to a single role, and you can construct a Paradigm Pack and Paradigm Deck featuring up to three monsters at any time. When assembling your party, you should weigh your monster choices carefully and ensure that their abilities and strengths will complement those of Serah and Noel.

HUNTING MONSTERS

There are many ways to improve your chances of acquiring Monster Crystals at the end of each confrontation.

- Using Feral Link abilities in battle increases Monster Crystal drop rates. The frequency at which you can use Feral Links is accompanied by a synchronization percentage displayed in the upper-right corner of the screen, with the effective value determined by the speed and accuracy of your button and stick interactions. This percentage acts as a modifier to the base probability that you will acquire a Monster Crystal in the post-battle Spoils.
- There are a few ways to increase the number of Feral Links that you can use during a battle against a monster you wish to capture. The most obvious is to cycle through monsters in your Paradigm Pack to unleash their Feral Links if available, perhaps after "pre-charging" available. You can also equip Serah and Noel with accessories that grant the Feral Speed passive abilities, or by using monsters with that innate (or infused) proficiency. Finally, the Cheer ability unique to monster Medics acts to increase the Feral Link gauge charge rate when all party members are healthy.
- The Monster Collector Fragment Skill provides an additional 20% boost to drop rates for Monster Crystals. The Encounter Master and Battlemania Fragment Skills (see page 125) can also be activated to increase the spawn rate of all monsters, or to greatly enhance your chances of meeting rare opponents.

The Tour Guide, Inventory and Bestiary chapters reveal the favored habitats and default crystal drop rates of all tameable monsters.

MONSTERS & PARADIGM SHIFTS

When you switch to a Paradigm that employs a different monster, a "warp" effect takes place. There is a slight delay to this effect that persists beyond the actual Paradigm Shift. This can be a critical factor if, for example, you are attempting to introduce a Sentinel before the execution of a strong enemy attack. It is possible for the Sentinel not to "warp in" until after the attack has been made, which means that the previous monster will sustain the damage. In situations like this, it is important not to wait until the last possible second to bring in the new monster. On the other hand, if you switch between two Paradigms in which the same monster is used, there will be no delay or break in its actions.

MONSTER DEVELOPMENT

Like Serah and Noel, tamed monsters are leveled up at the Crystarium by investing Monster Materials (more on which shortly), though they are restricted to their single default roles. Each monster race has its own Crystarium "constellation" of large nodes that is arranged into at least one Stage.

Monsters gain stat increases and role abilities as they level up. They will also acquire passive abilities to enhance their skills and attributes even further. Some of these abilities will receive "upgrades" as a monster develops: Strength: +10%, for example, could be replaced by Strength: +16% at a later node.

With many monsters, completing a Crystarium Stage unlocks an Expansion Bonus. This can be either an additional ATB segment or a Bonus Boost role enhancement. The number of Expansion Bonuses available to a monster is determined by how many Crystarium Stages it has. As there is no Expansion Bonus available for a monster's final Stage, a recruit with three Stages can obtain two Expansion Bonuses; a monster with a single Stage will not acquire one at all.

Deciding which Crystarium Expansion rewards to pick, then, is something that you need to consider carefully when developing a monster for use in battle. Here are our suggestions on how you should aim to prioritize Expansion Bonuses for monsters on a role-by-role basis.

- **Commandos** and **Ravagers** need to be evaluated individually in order to determine which type of bonus is more beneficial. One key element to consider should be the attacking speed of the monster in question. Faster monsters deserve more ATB segments; slower combatants need to make their hits count and should favor the Bonus Boosts. While values for relative spellcasting speeds are documented later in this chapter (see page 228), physical attacks are more difficult to evaluate precisely. You should pay attention to the animation speeds of your recruit in order to make an informed decision.
- **Sentinels** and **Saboteurs** should always prioritize the Bonus Boost enhancements, as they are more important for improving performance in these roles.
- **Synergists** and **Medics** should always take an additional ATB segment for their first Expansion Bonus. This enables them to perform abilities that cost two ATB segments much more frequently, which greatly improves their efficiency. The second extra ATB segment is not as crucial, so prioritize the Bonus Boosts afterwards.

When you study a monster's status screen, four different (and, at first glance, somewhat enigmatic) pieces of information are presented in blue and white frames in the top-right corner of the screen. The frame containing icons reveals the Grade of Monster Material currently required to level it up (see next section for more details). The other three are adjectives that may describe the monster in often oblique yet potentially illuminating ways. While many of these short vignettes are purely stylistic flourishes and provide no practical information, some reveal a monster's innate proficiencies or a feature of their developmental character. A list of the more pertinent descriptions is provided in the following table.

MONSTER DESCRIPTIONS

TERM	MEANING
Early Peaker	Reaches a maximum level of 20.
Well-Grown	Reaches a maximum level of 30 to 60.
Late Bloomer	Reaches a maximum level of 70 to 99.
Hearty	High HP growth.
Strong	High Strength growth.
Magical	High Magic growth.
Balanced	Balanced parameter growth.
Brainy	Learns many abilities.
Flameprone	Weak against Fire.
Frostprone	Weak against Ice.
Sparkprone	Weak against Lightning.
Windprone	Weak against Wind.
Flameproof	Strong Fire resistance or learns Fire resistance abilities.
Frostproof	Strong Ice resistance or learns Ice resistance abilities.
Thunderproof	Strong Lightning resistance or learns Lightning resistance abilities.

TERM	MEANING
Windproof	Strong Wind resistance or learns Wind resistance abilities.
Meleeproof	Strong physical resistance or learns physical resistance abilities.
Manaproof	Strong magic resistance or learns magic resistance abilities.
Venomproof	Strong Poison resistance or learns Poison resistance abilities.
Fogproof	Strong Fog resistance or learns Fog resistance abilities.
Painproof	Strong Pain resistance or learns Pain resistance abilities.
Hexproof	Strong Curse resistance or learns Curse resistance abilities.
Wimpy	Has multiple weaknesses.
Stoic	Has numerous resistances or learns many resistance-based abilities.
Resourceful	Learns abilities that improve post-battle rewards.
Pinch Hitter	Learns abilities that can be activated when in danger.
Loyal	Learns abilities that will be activated when allies are in danger.
Zippy	Speedy monster with abilities such as Auto-Haste or Critical: Haste.
Rare	Difficult to encounter or recruit.

Finally, the following table lists all possible Crystarium configurations in terms of level caps and comparative sizes of individual Stages.

CRYSTARIUM CONFIGURATIONS

DESCRIPTION	STAGE 1 LEVEL CAP	STAGE 2 LEVEL CAP	STAGE 3 LEVEL CAP	STAGE 4 LEVEL CAP	STAGE 5 LEVEL CAP
Early Peaker	20	-	-	-	-
Well-Grown	15	30	-	-	-
	15	30	40	-	-
	15	30	45	-	-
	20	40	-	-	-
	20	40	60	-	-
Late Bloomer	15	30	45	70	-
	15	30	45	70	99

MONSTER MATERIALS

Monsters can be leveled up by spending Monster Materials, which are dropped by numerous enemies or sold by Chocolina. By far the most costly and time-consuming process in monster development will be the acquisition and expenditure of these resources to level up your favored allies.

Monster Materials are categorized in three different ways:

- **Material Grade** corresponding to the current "cost rank" of the monster. This scales from one to five, represented at the Crystarium screen and the monster's status page by an icon-based gauge ( ).
- **Material variety** corresponding to the physical composition of the monster (either Biological or Mechanical).
- **Material type** corresponding to the bonus stat granted: Vitality (HP), Power (Strength), Mana (Magic), Potent (all three).

The higher Grade a material is, the more expensive and rare it tends to be. For many monsters, the material Grade required to level increases after advancing to a higher Crystarium Stage. Refer to the Complete Tameable Monster List to study the total material costs, by Grade, to max out every tameable monster.

As we have already mentioned, all Monster Materials provide bonus stats to your monsters in addition to their "raw" growths. By using a specific type of material, you can selectively enhance a specific stat even further. This bonus is granted at every level.

The table below lists the estimated bonus stat modifiers provided by each type of Monster Material. For percentages, the resultant calculations are typically rounded up to the nearest whole number.

BONUS STAT MODIFIERS

NODE SIZE	POTENT MATERIAL BONUS	NON-POTENT MATERIAL BONUS	MINIMUM BONUS
Small	+30% of raw growths to all stats	+60% of raw growth to focused stat	+2 HP, +1 Strength, +1 Magic
Large	+55% of raw growths to all stats	+110% of raw growth to focused stat	+4 HP, +2 Strength, +2 Magic

Note that the minimum bonus applies even if there was no raw growth in a particular stat. This makes Potent materials more valuable when raw growths for a certain level are very low, because you are essentially cheating the percentages by guaranteeing the minimum bonus to all stats (rather than to a single one).

In fact, Potent materials are just plain superior to their more "specialist" equivalents. Even if you only care about improving Strength or Magic, Potent materials also provide an extra boost to HP, which is something that benefits every monster. This is not to say that non-Potent materials do not have their uses, though:

- Sentinels do not have much need for either Strength or Magic. It makes sense to spend any Vitality materials you have on hand to level them up, saving your Potent materials for other roles.
- There is no reason to spend Potent materials on monsters you plan to use only for infusion purposes and not as active combatants.
- More aggressive players may find it worthwhile to sacrifice HP for the additional gains to a power stat of choice, especially for Commandos and Ravagers who are naturally quite durable. We would still recommend using Potent materials for any level ranges in which the monster of interest has very low raw growths, to take advantage of the minimum bonus rule described earlier. Raw growth patterns will be detailed in the next section.

Another important factor in the choice of Monster Material is availability. Please refer to the Inventory chapter on page 266 for a complete list of all Monster Materials, as well as all possible methods of acquisition. The Tour Guide chapter also highlights many farming opportunities.

In the accompanying table, we summarize some of the best farming spots for all Potent materials.

POTENT MATERIALS

NAME	GRADE	TYPE	FARMING LOCATION	NOTES
Potent Droplet	1	Biological	**Bresha Ruins (005 AF):** Cait Sith (33%), Gremlin (33%), Garchimacera (33%), Svarog (40%), Uridimmu (5%)	The weak Gremlin and Garchimacera enemies in the external Echoes of the Past areas appear in large groups.
Potent Bolt	1	Mechanical	**Bresha Ruins (005 AF):** Zwerg Scandroid (20%), Pulsework Knight (33%), Hoplite (40%)	Scour the tunnels in the west and northwest of the Echoes of the Past zone for groups of Hoplites.
Potent Sliver	2	Biological	**Sunleth Waterscape (300 AF):** Ceratoraptor (33%), Flandit (30%), Ceratosaur (25%)	The Ceratoraptor and Ceratosaur are extremely common in the Base of the Crystal area in the north of the map.
Potent Chip	2	Mechanical	**Augusta Tower (200 AF):** Orion (30%), Dragoon (30%)	These monsters regularly appear together on the 52nd Floor, and the Orion can drop three Potent Chips at once.
Potent Orb	3	Biological	**The Archylte Steppe (??? AF):** Buccaboo, Buccaboo Ace (30%) **Academia (400 AF):** Ghoul (5%) **A Dying World (700 AF):** Garganzola (30%), Apotamkin (30%)	The sheer volume of weak Ghouls in the Alley area in Academia (400 AF) makes it the prime mid-story spot to farm these items. A Dying World (700 AF) offers the most consistent farming opportunity later in the story, though: the Garganzola and Apotamkin enemies on the west side of the map can drop two per kill.
Potent Engine	3	Mechanical	**Augusta Tower (300 AF):** Flanitor (15%), Flanborg (25%) **Bresha Ruins (300 AF):** Munchkin (15%)	The Flanitor and Flanborg are the most commonly encountered enemies on all but the (semi-secret) 13th Floor in Augusta Tower (300 AF). Munchkins are ridiculously plentiful in the external Echoes of the Past area in Bresha Ruins (300 AF).
Potent Essence	4	Biological	**The Archylte Steppe (??? AF):** Hedge Frog (15%), Mud Frog (15%), Swampmonk (20%), Caterchipillar (5%)	All of the monsters listed to the left appear in the Clearwater Marshes area during rainy weather, and usually in large groups.
Potent Booster	4	Mechanical	**Academia (500 AF):** Yeoman (20%), Pantopoda (30%)	The lengthy fixed platform that runs from east to west in the center of the map has a phenomenally high enemy spawn rate, with large groups of Yeoman appearing more regularly than other foes.
Potent Crystal	5	Biological	**The Archylte Steppe (??? AF):** Microchu (30%)	The humble Microchu appears in groups throughout the Clearwater Marshes; sunshine presents the most favorable hunting conditions. With the Encounter Master Fragment Skill, you can farm them with great efficiency.
Potent Generator	5	Mechanical	**The Archylte Steppe (??? AF):** Vampire (20%)	The Vampire enemy type is found on the Steppe during stormy weather.

GROWTH PATTERNS

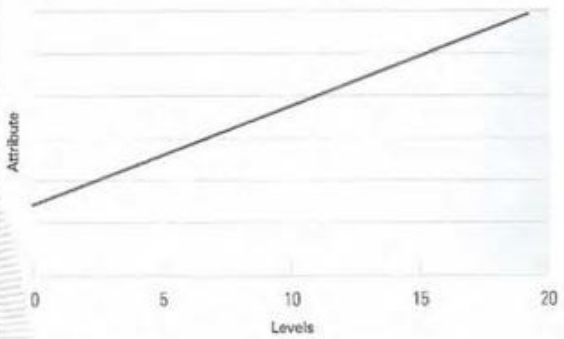
There are a number of different patterns that a monster's raw stat growth can follow, which can be seen as subdivisions of the three main descriptions applied to monsters (**Early Peaker**, **Well-Grown** and **Late Bloomer**). In this section, we detail these trends and how they apply to various monsters. While the growth pattern for each monster is provided in the Complete Tameable Monster List, we strongly suggest that you read this section first to understand the subtleties of how growth patterns are implemented in the game.

There are eight main patterns that are assigned to tameable monsters, and these govern how the stats of monsters grow at each stage of their development. The following graphs illustrate each different pattern type.

THE EIGHT STAT GROWTH PATTERNS

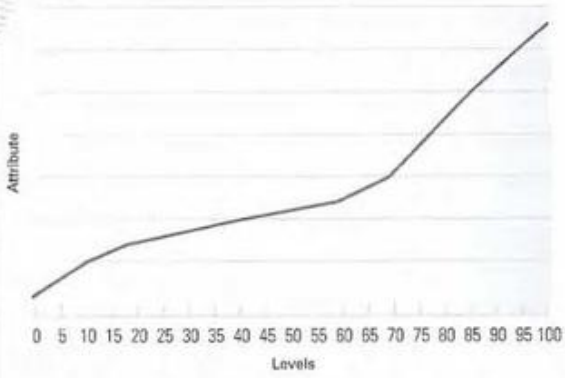
EARLY PEAKER

Notes: All monsters in this category are Early Peakers, meaning that their level cap is set at Level 20. Their growth is very consistent, and they usually require far fewer materials than other monster types.



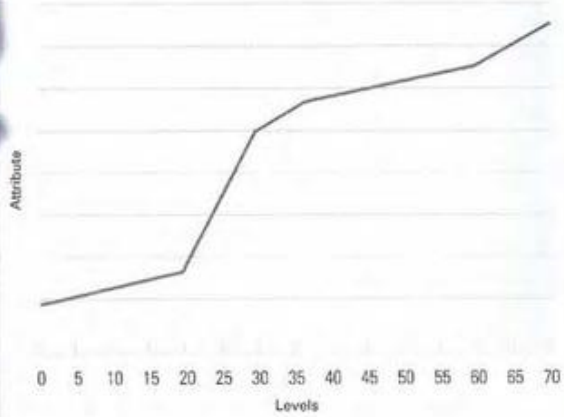
STANDARD

Notes: This pattern includes monsters of all types (Early Peakers, Well-Growns and Late Bloomers). They all have a mostly consistent growth progression.



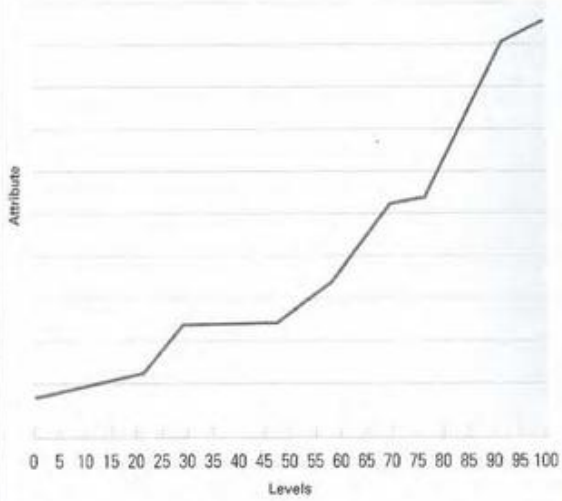
ERRATIC

Notes: Monsters in this category are mostly Well-Grown. They tend to have an inconsistent growth pattern, with a slow start followed by a phase of rapid development, before slowing down.



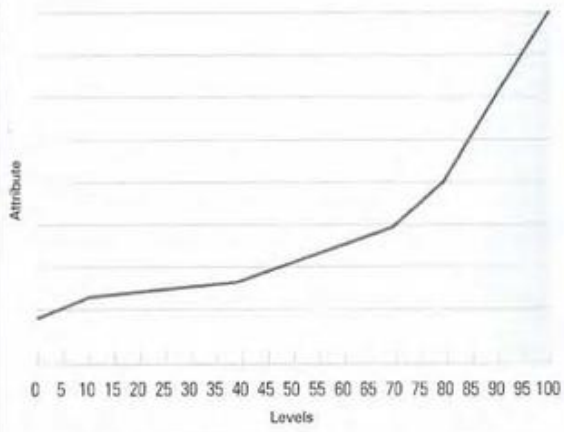
VERY ERRATIC

Notes: This pattern includes only Well-Grown and Late Bloomers. Monsters of this ilk alternate between stagnation and rapid development.



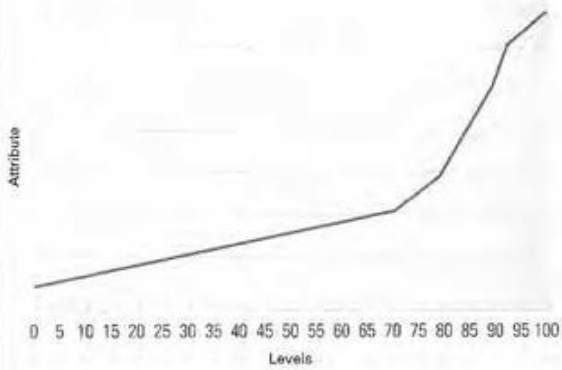
LATE BLOOMER

Notes: The curve of monsters in this category is exponential: it starts slowly and becomes steeper and steeper as they grow.



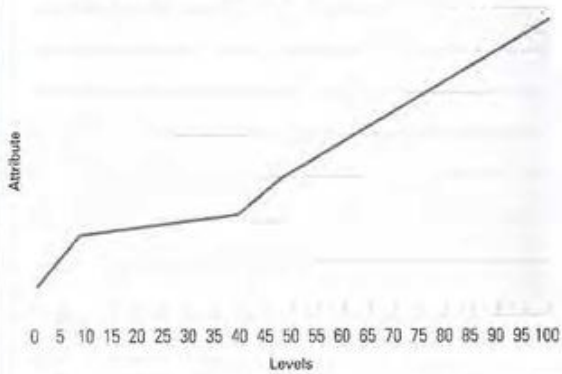
VERY LATE BLOOMER

Notes: With this pattern, monsters get nominal stat gains until very late in their development, but when they reach a specific point, they grow with astonishing speed.



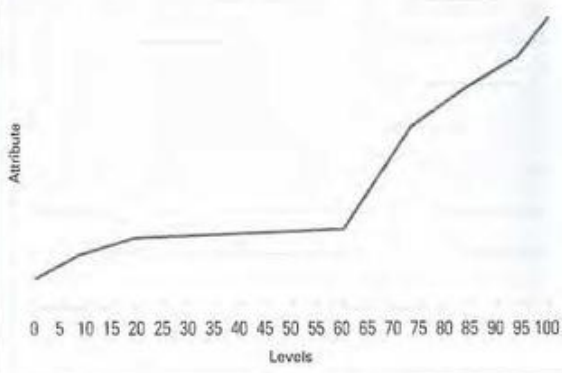
MERCURIAL

Notes: Mercurial monsters have a fast start, followed by hindered growth within a certain range of low-to-middle levels.



VERY MERCURIAL

Notes: The monsters in this category follow the same overall pattern as Mercurial creatures, but their growth is minimal for an even longer period, which means that the second half of their development can be quite fast.



One thing to remember is that these curves are scaled from Level 1 to Level 99, except for the Early Peaker curve which ends at Level 20 and the Erratic curve which ends at Level 70. This means that they are not fitted proportionally to each monster's level cap. For example, a monster may have a level cap of 40 and stat growth conforming to the "Very Late Bloomer" type (Major Moblin fits this description). In this case, the stat growth curve applicable to this monster would be the part of the curve corresponding to the "slow" section (broadly the first half of the curve). But, and we cannot stress this enough, that does *not* mean that the monster has slow or poor growth! It simply means that the monster's growth curve takes on the overall shape of the truncated section of the "Very Late Bloomer" graph. It is very important to understand this concept to avoid confusion when you study the Complete Tameable Monster List.

MONSTER ABILITIES AND INFUSION

There are many abilities that only tamed monsters can possess or perform. Developing a diverse team of monster allies with access to the best of these proficiencies can enable you to create a party of enormous power.

You can customize tamed monsters by infusing them with other crystals. This allows you to power up a recruit of your choice by inheriting abilities that they could not otherwise acquire on their own. The process of infusing crystals is performed in the Monsters entry at the Main Menu.

Aside from Feral Link abilities, which we will discuss separately, there are two types of abilities: role abilities and passive abilities. Role abilities are specific to each of the six roles and serve to enhance the capabilities of a monster in combat. Passive abilities can also improve role performance, but usually provide all-encompassing (and in some cases unique) benefits. Separate sets of rules govern the inheritance of role abilities and passive abilities.

Infusion of Role Abilities

This category is divided into active abilities, which are the direct actions taken during battle, and auto abilities, which serve to augment active abilities in some way. For a list of all role abilities and details on whether or not they can be infused, see page 234.

By default, every monster can grant one role ability during infusion. However, it's important not to infuse abilities simply because you can. You should prioritize or avoid certain abilities depending on what you would like your monster to specialize in. It is generally better to retain more than one monster for each role and utilize them strategically when circumstances call for a specific set of abilities. For example, offensive Synergists are strong candidates for limited inheritance of role abilities; you'll likely want to use them to cast Bravery and Faith (Noel can usually take care of any defensive buffs), so it is counterproductive to infuse them with abilities such as Protect and Shell, which increases the likelihood that they will become sidetracked before they bestow those all-important damage boosts.

Performing infusions with monsters of different roles will not result in the acquisition of any role abilities. It is impossible for a Commando to inherit Fire or any other non-Commando role ability. However, there are reasons to infuse across roles. The most obvious benefit is that you will be able to transfer useful passive abilities this way. There is also a hidden property that enables monsters to learn an otherwise unobtainable ability once a sufficient number of leveled monsters of different roles have been infused. These abilities are:

HIDDEN INFUSED ABILITIES

ROLE	HIDDEN ABILITY	REQUIREMENTS
Commando	Jeopardize	Infuse a COM monster with developed RAV monsters (of any variety) with a cumulative total of at least 99 levels.
Ravager	Vigor	Infuse a RAV monster with developed COM monsters (of any variety) with a cumulative total of at least 99 levels.
Sentinel	Reprieve	Infuse a SEN monster with developed MED monsters (of any variety) with a cumulative total of at least 99 levels.
Saboteur	Jinx	Infuse a SAB monster with developed SYN monsters (of any variety) with a cumulative total of at least 99 levels.
Synergist	Boon	Infuse a SYN monster with developed SAB monsters (of any variety) with a cumulative total of at least 99 levels.
Medic	Curaja	Infuse a MED monster with developed SEN monsters (of any variety) with a cumulative total of at least 99 levels.

Infusion of Passive Abilities

Passive abilities provide a variety of bonuses. Serah and Noel can enjoy a limited number of these through their choice of equipment, but monsters can learn them through the Crystarium and inherit them from other monsters by way of infusion. Monsters can possess up to ten passive abilities at a time, which makes it possible to create true powerhouse allies for your Paradigm Pack.

While passive abilities can generally be transferred freely between any two monsters, there are certain rules and restrictions that lead to exceptions:

- A number of monsters have one or more passive abilities that are marked with a red padlock (🔒). Red-locked abilities are not transferrable under any circumstances; essentially, they are innate characteristics of the monster in question, either by default or after acquisition through the Crystarium. Having red-locked abilities also means that the number of "free" passive slots is reduced.

- There is a hidden hierarchy for passive abilities within the game. All passives are assigned a certain rank. After you have reached the maximum of ten passive abilities on a monster, you can continue to infuse new ones if they are of a higher rank than existing abilities. In other words, when the existing pool of abilities and that of a monster to be sacrificed exceeds ten, the highest-ranked abilities are the ones that will be retained. Those that fall outside the cut-off point will either be overwritten (if they were part of the original set of abilities) or discarded (if they belonged to the monster being sacrificed). The ranks assigned to all passive abilities are generally agreeable in terms of what is most valuable.

- As you might expect, just as red-locked abilities are incapable of being transferred to another monster, they are also exempt from the ability hierarchy (and, therefore, immune to being overwritten).

- It is possible to "lock" passive abilities to a particular monster, thus protecting them during infusions, by inheriting the same type of ability repeatedly: for example, multiple Strength +X% abilities. This will create a yellow lock for that type of ability (🔒). Yellow-locked abilities can be infused and remain yellow-locked once inherited. You should think carefully before creating them on monsters that you plan to sacrifice via infusion, because doing so will "fix" one passive ability slot for the target monster permanently.

Feral Link Abilities

Broadly speaking, there are four types of Feral Link abilities:

- **"Attack"-type**, which primarily inflict damage on opponents.

- **"Debuff"-type**, which attempt to inflict an array of status ailments.

- **"Buff"-type**, which bestow status enhancements on the party.

- **"Healing"-type**, which restore HP, remove status ailments, or perform both feats at once.

It can sometimes be worthwhile to include monsters in your Paradigm Pack specifically for their Feral Link talents. Perhaps the best example is Friendly Fire, the Feral Link shared by the Circuitron and Cloudburst monster Ravagers. With a simple string of button presses, you can greatly improve the offensive capabilities of your entire party without the need to call on a Synergist – which, in lengthy battles against tough opponents, can make a world of difference.

You can find more information on this subject and the complete list of all Feral Link abilities on page 241.

Role Abilities (Inheritable)

This table documents many of the most useful role abilities, and how you can easily and cheaply infuse them to the tamed monster of your choice.

RECOMMENDED ROLE ABILITIES (INHERITABLE)

ROLE	ABILITY	BEST INFUSION SOURCES
Commando	Ruinga	Scutari (Lv. 20)
	Adrenaline	Orion (Lv. 13), Dragoon (Lv. 18)
	Blindside	Dragoon (Lv. 2), Frag Leech (Lv. 12), Goblin (Lv. 19)
	Scourge	Goblin (Lv. 20), Orion (Lv. 16)
Ravager	Fire	Garchimacera (Lv. 1), Tabasco Toad (Lv. 1)
	Blizzard	Buccaboo (Lv. 1), Gremlin (Lv. 1), Nekton (Lv. 1)
	Thunder	Pleuston (Lv. 1), Zwerg Scandroid (Lv. 8)
	Aero	Spiceacilian (Lv. 1)
	Fira	Bomb (Lv. 1), Koboldroid Yang (Lv. 5)
	Blizzara	Buccaboo (Lv. 10), Buccaboo Ace (Lv. 10), Cryohedron (Lv. 1)
	Thundara	Apotamkin (Lv. 17), Circuitron (Lv. 1)
	Aerora	Koboldroid Yin (Lv. 8), Tempest (Lv. 1)
	Firaga	Bomb (Lv. 12), Grenade (Lv. 15)
	Blizzaga	Cryohedron (Lv. 15)
	Thundaga	Circuitron (Lv. 15)
	Aeroga	Tempest (Lv. 15)
	Flamestrike	Fencer (Lv. 4), Garchimacera (Lv. 3), Tabasco Toad (Lv. 3)
	Froststrike	Buccaboo (Lv. 1), Ceratoraptor (Lv. 1), Gremlin (Lv. 3), Zwerg Metro (Lv. 1)
	Sparkstrike	Circuitron (Lv. 5), Zwerg Scandroid (Lv. 1)
	Galestrike	Fencer (Lv. 1), Spiceacilian (Lv. 3)
	Fearsiphon	Flanbanero (Lv. 10), Garchimacera (Lv. 6), Gremlin (Lv. 6)
Ravager	Overwhelm	Flanbanero (Lv. 3), Zwerg Metro (Lv. 5)
Sentinel	Challenge	Lancer (Lv. 16), Navidon (Lv. 1)
	Mediguard	Pulse Knight (Lv. 12)
Saboteur	Deprotect	Breshan Bass (Lv. 1), Pantopoda (Lv. 1), Schrodinger (Lv. 1), Unsaganashi (Lv. 1)
	Deshell	Breshan Bass (Lv. 5), Forked Cat (Lv. 1), Mimi (Lv. 1)
	Wound	Pantopoda (Lv. 1), Viking (Lv. 1)
	Poison	Dendrobium (Lv. 1)
	Imperil	Ahriman (Lv. 1), Black Chocobo (Lv. 7), Chelicerata (Lv. 12)
	Dispel	Mimi (Lv. 8)
	Pain	Dendrobium (Lv. 56)
	Fog	Viking (Lv. 20)
	Curse	Ahriman (Lv. 4)
Synergist	Bravery	Clione (Lv. 1)
	Faith	Oannes (Lv. 1)
	Bravega	Testudo (Lv. 14), Yakshini (Lv. 13)
	Faithga	Testudo (Lv. 18), Yakshini (Lv. 26)
	Enfire	Amanojaku (Lv. 1), Mewmao (Lv. 3)
	Enfrost	Amanojaku (Lv. 2), Gancanagh Ace (Lv. 6), Luminous Puma (Lv. 7)
	Enthunder	Amanojaku (Lv. 20), Oannes (Lv. 20), Miquiztli (Lv. 11)
	Enaero	Gancanagh Ace (Lv. 1), Miquiztli (Lv. 2)
Medic	Cura	Exoray (Lv. 8)
	Esunada	Cactuarama* (Lv. 28), Flanitor (Lv. 34)

*Cactuarama is an irreplaceable Monster Crystal, so we would naturally recommend the Flanitor.

Role Abilities (Non-heritable)

The following table presents the most significant role abilities that cannot be inherited through infusion. The monsters that learn these abilities may be of special interest to you if you are in search of a very specific proficiency or skillset while developing your battle strategy.

RECOMMENDED ROLE ABILITIES (NON-HERITABLE)

ROLE	ABILITY	LEARNED BY	COMMENTS
Commando	Armor Breaker	Chichu, Dragoon, Dreadnought, Flanborg, Gandayaks, Golden Chocobo, Hoplite, Meonekton, Narasimha, Proto-behemoth, Scutari	A useful ability that allows your Commando to penetrate enemy resistance to physical damage.
	Mind Piercer	Goblin, Metallicactuar, Seeping Brie, Shaguma	The magical equivalent of Armor Breaker.
	Stagger: Drain	Cactuaroni, Crawler, Flanborg, Golden Chocobo, Mandrake, Miniflan, Twilight Odin	Recovers a proportion of the HP loss inflicted on a Staggered enemy. Useful for maintaining an offensive against persistent enemy attacks, making healing less necessary.
	Deprotect Chaser	Cactuar, Don Tonberry, Flanborg, Mandrake, Orion, Shaguma, Tonberry	Boosts damage against enemies afflicted with the listed status ailments; these four correspond to the most useful and commonly seen debuffs.
	Deshell Chaser	Chunerpeton, Don Tonberry, Metallicactuar, Miniflan, Orion, Tonberry, Vouivre	
	Imperil Chaser	Chocobo, Don Tonberry, Mánagarmr, Seeping Brie, Tonberry	
	Poison Chaser	Don Tonberry, Gorgonopsid, Mandrake, Tonberry, Twilight Odin, Uridimmu, Vouivre	
Ravager	Felflame	Bomb, Debris, Grenade	Abilities unique to the Bomb-type monsters that further amplify damage of a particular element against enemies weak to that element.
	Felfrost	Cloudburst, Cryohedron	
	Felspark	Circuitron, Debris	
	Felgust	Cloudburst, Tempest	
Saboteur	Endless Nightmare	Black Chocobo, Illuyankas, Rangda, Samovira	Allows your Saboteur to refresh existing status ailments without having to reapply them individually. Not generally useful, but handy in long fights against enemies susceptible to multiple debuffs.
Synergist	Endless Blessings	Gigantuar, Leyak, Microchu, Miquiztli, Purple Chocobo, Testudo, Triffid	Allows your Synergist to refresh existing status enhancements without having to reapply them individually. Very useful for offensive buffs.
Medic	Cheer	All Medics except Exoray, Haguma, White Chocobo	Boosts the Feral Link gauge.

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Passive Abilities

The Recommended Passive Abilities table catalogs what we consider to be the best high-end passive abilities. These are the categories of proficiencies we have chosen:

- Large improvements to stats or resistances; for status ailments, we focus on what we perceive to be the most debilitating effects
- Abilities that activate automatically at the start of battle, providing the monster with a temporary but very significant increase in combat performance
- Role-specific enhancements
- Other special bonuses related to the three types of gauges (ATB, Chain/Stagger, and Feral Link)
- Abilities granting bonuses specific to certain Paradigm Packs
- Abilities that improve post-battle rewards

Feel free to refer to page 239 for more details on specific skills or skill types.

We have also listed the names of the monsters that learn these abilities (in red if red-locked), as well as how you may most efficiently transfer them to the monster of your choice via infusion.

RECOMMENDED PASSIVE ABILITIES

ABILITY	LEARNED BY	BEST INFUSION SOURCES
HP: +25%	Chunarpeton, Yaksha, Bunkerbeast, Flandit, Pulse Knight, Luminous Puma, Mewmao, Yakshini	Yaksha (Lv. 12), Pulse Knight (Lv. 20), Mewmao (Lv. 10)
HP: +30%	Lucidon, Pulse Gladiator, Forked Cat, Necrosis	Forked Cat (Lv. 64)
Strength: +25%	Apkallu, Behemoth, Chichu*, Dreadnought, Flangonzola, Thermadon, Vouivre, Grand Behemoth, Koboldroid Yin, Tabasco Toad, Metalligantuar, Silver Lobo, Gigantuar*	Thermadon (Lv. 28)
Strength: +35%	Tonberry	Tonberry (Lv. 24)
Magic: +25%	Flanbanero, Grand Behemoth, Nekton, Spicesicilian, Metalligantuar, Ahriman, Black Chocobo, Gigantuar*, Haguma	Grand Behemoth (Lv. 44)
Magic: +35%	Tonberry	Tonberry (Lv. 22)
Resist Physical: +36%	Tabasco Toad, Tezcatlipoca, Xolotl, Bamapama, Purple Chocobo, Green Chocobo	Xolotl (Lv. 36)
Resist Magic: +36%	Spicesicilian, Tezcatlipoca, Xolotl, Deathgaze, Mimi, Gahongas, Imp, Mewmao	Mewmao (Lv. 23)
Resist Fire: +45%	Red Chocobo, Seeping Brie, Svarog, Calautidon, Goblin Chieftain, Chelicerata, Viking, Clione	Red Chocobo (Lv. 29), Viking (Lv. 19)
Resist Fire: +53%	Koboldroid Yang	Koboldroid Yang (Lv. 70)
Resist Ice: +45%	Dragoon, Albino Lobo, Bloodfang Bass, Breshan Bass	Dragoon (Lv. 17)
Resist Ice: +53%	Blue Chocobo, Ceratosaur	Ceratosaur (Lv. 54)
Resist Lightning: +45%	Månagarmr, Zwerg Scandroid, Fachan	Zwerg Scandroid (Lv. 31)
Resist Wind: +45%	Chocobo, Cloudburst, Debris, Unsaganashi, Triffid	Triffid (Lv. 38)
Resist Elements: +30%	Caterchipillar	Caterchipillar (Lv. 33)
Resist Slow: +66%	Cactuar, Cactuaroni, Metallicactuar	Cactuar (Lv. 30), Cactuaroni (Lv. 30)
Resist Poison: +66%	Gorgonopsid, Mandrake, Clematis	Clematis (Lv. 26)
Resist Pain: +66%	Notsugo, Black Chocobo	Notsugo (Lv. 37)
Resist Fog: +66%	Dendrobium, Rangda*, Unsaganashi, Fachan, Leyak*, Cait Sith	Leyak (Lv. 50)
Resilience: +20%	Barbed Specter, Schrodingor, Sahagin Prince, Cactuarama*	Schrodinger (Lv. 30)
Resilience: +40%	Necrosis	Necrosis (Lv. 70)
Rapid Recovery	Spicesicilian, Tabasco Frog, Mewmao, Microchu, Haguma	Microchu (Lv. 24)
Auto-Haste	Cactuaroni, Yeoman, Samovira, Schrodinger, Sahagin Prince	Schrodinger (Lv. 41)
Auto-Bravery	Cactuar, Narasimha, Thermadon, Vodianoi, Major Moblin	Thermadon (Lv. 26)
Auto-Faith	Metallicactuar	Metallicactuar (Lv. 45)
Auto-Tetradefense	Grand Behemoth, Tezcatlipoca	Tezcatlipoca (Lv. 60)
Chain Bonus Boost	Blue Chocobo, Buccaboo, Ceratoraptor, Dendrobium	Ceratoraptor (Lv. 2)
Chain Bonus Boost II	Garchimacera, Koboldroid Yang, Pink Lily	Pink Lily (Lv. 30)
Improved Guard	Goblin Chieftain, Lancer	Lancer (Lv. 10)
Improved Guard II	Flandit, Xolotl	Flandit (Lv. 99)
Improved Ward	Bunkerbeast, Lancer	Lancer (Lv. 20)
Improved Debuffing	Bamapama, Black Chocobo, Hedge Frog, Mimi	None
Improved Debuffing II	Chelicerata, Forked Cat, Garuda, Necrosis	None
Improved Debilitation	Illuyankas	None
Improved Debilitation II	Ahriman, Silver Lobo	None
Augment Maintenance	Sahagin Prince, Testudo	None
Augment Maintenance II	Imp, Miquiztli, Nanochu, Purple Chocobo	None
Improved Cure II	Cactrot, Cait Sith, Exoray, Flanitor, Green Chocobo, Haguma	Exoray (Lv. 39)
Attack: ATB Charge II	Chichu*, Chocobo, Dragoon, Goblin, Reaver, Twilight Odin*, Yeoman, Gremlin, Pleuston, Barbed Specter, Hedge Frog	Yeoman (Lv. 1)
Quick Stagger	Don Tonberry, Flangonzola, Garganzola, Narasimha, Orion, Svarog, Fencer	Narasimha (Lv. 1), Fencer (Lv. 19)
Stagger Maintenance II	Red Chocobo, Svarog, Buccaboo Ace, Zwerg Metro	Zwerg Metro (Lv. 20)
Feral Surge	Scutari, Shaguma, Navidon, Pitterpatter, Rangda, Leyak, Mewmao, Nanochu, Sahagin Prince, Thexteron, Cactuarina, White Chocobo	None
Feral Speed II	Chichu*, Dragoon, Hoplite, Shaguma, Lancer, Major Moblin, Gancanagh, Illuyankas, Gancanagh Ace, Cactuarina, Haguma, White Chocobo	Dragoon (Lv. 4), Gancanagh (Lv. 1)
Role Resonance	Frag Leech, Miniflan, Sarracenia, Buccaboo Ace, Munchkin Boss, Nekton, Pulse Gladiator, Cactuarama	Frag Leech (Lv. 30)
Pack Mentality	Chichu*, Sarracenia, Apotamkin, Zwerg Metrodroid, Ceratosaur, Hedge Frog, Nanochu*	Chichu (Lv. 1), Nanochu (Lv. 1)
Bonus CP	Don Tonberry, Pulse Gladiator, Green Chocobo	None
Gilfinder II	Chunarpeton, Crawler, Frag Leech, Moblin, Apotamkin, Bloodfang Bass, Buccaboo, Buccaboo Ace, Ceratoraptor, Munchkin Boss, Calautidon, Ceratosaur, Gancanagh	Buccaboo (Lv. 20), Gancanagh (Lv. 20)
Item Scavenger II	Calautidon, Cactrot, Silver Chocobo*, Breshan Bass, Microchu	Calautidon (Lv. 1)
Item Collector	Crawler, Apotamkin, Gancanagh Ace, Triffid, Cactrot, Exoray, Spiranthes	Apotamkin (Lv. 14)

* Note that Rangda, Leyak, Chichu, Nanochu, Cactuarama, Twilight Odin, Silver Chocobo, Golden Chocobo and Gigantuar are unique, one-of-a-kind monsters – you cannot obtain a new crystal once you have infused them into another.

COMPLETE TAMEABLE MONSTER LIST

In this section we offer a complete list of recruitable monsters and parameters related to their acquisition, development, and proficiencies. The details revealed are as follows:

Name: The name of the monster.

Role: The role of the monster.

Habitat: Locations in the game where you can recruit this monster.

Max Level: The monster's Crystarium level cap.

Strength/Magic/HP (min→max): The approximate stats of the monster at Level 1 (min) and their highest level (max) when leveled solely with Potent materials, also taking boosts from passive abilities learned during Crystarium development into account. Because there is a small random factor to every monster's Level 1 stats, these values may vary slightly in your case. Also, using non-Potent materials will obviously make a difference. Use these numbers as reference values to compare different monsters.

Growth Pattern: The type of growth pattern exhibited by the monster as it levels up. Refer to the Growth Pattern section on page 224 for a more thorough explanation of this factor.

Costs: Grade 1-5: The number of materials of each Grade required to take the monster to its Max Level; one Grade usually corresponds to one Crystarium Stage.

Casting Speed: The normalized speed for casting a full ATB queue of spells as a percentage of Serah's speed. This is an essential attribute, as faster monsters will act and use their abilities far more often. All allies have different casting animations for offensive and defensive spells. Therefore, monsters in offensive roles (COM/RAV/SAB) conform to one scale, while monsters in defensive roles (SYN/MED) adhere to another. The casting speed of Serah is set at 100 (both offensive and defensive) and used as a reference for comparison; for Noel it is 85 (offensive) and 80 (defensive), meaning that Noel's casting speed is 15% and 20% slower when using offensive and defensive spells respectively. The same principle applies to all tameable monsters, though the casting speed value is irrelevant for Sentinels.

Feral Link: The name of the monster's Feral Link ability. See page 241 for additional specifics on each individual Feral Link.

Notes: The monster's damage and status resistances, usually not revealed in the game, as well as any additional comments.

Name	Role	Habitat	Max Level	Strength (min→max)	Magic (min→max)	HP (min→max)	Growth Pattern	Costs: Grade 1	Costs: Grade 2	Costs: Grade 3	Costs: Grade 4	Costs: Grade 5	Casting Speed	Feral Link	Notes
Apkallu	COM	Academia (500 AF)	45	100→1,176	62→456	1,923→7,366	Standard	-	-	31	46	23	75	Abyssal Breath	Halved: All Ailments; Weak: Fire/Lightning
Behemoth	COM	Yaschas Massif (010 AF and 01X AF)	70	92→1,112	40→399	840→8,081	Very Late Bloomer	-	24	32	63	52	80	Bellow	Halved: All Ailments
Cactuar	COM	The Archylte Steppe (??? AF)	45	142→898	63→327	1,062→4,306	Standard	-	-	31	46	23	65	1000 Needles	Halved: All Ailments; Weak: Fire
Cactuareni	COM	The Archylte Steppe (??? AF)	45	163→875	72→337	1,217→4,613	Standard	-	-	31	46	23	65	Piercing Rain	Weak: Fire
Chicchu	COM	Improved Moogle Throw (see page 125)	70	152→1,130	102→857	886→6,220	Late Bloomer	-	24	32	63	52	85	Meteorite	-
Chocobo	COM	The Archylte Steppe (??? AF)	99	74→1,054	55→674	827→8,012	Late Bloomer	25	42	32	76	76	80	Kweh	Halved: Wind; Weak: Ice
Chunerpeton	COM	Yaschas Massif (110 AF)	45	80→536	73→495	951→7,767	Standard	-	-	31	46	23	65	Refreshing Rain	Resistant: Ice; Weak: Lightning
Crawler	COM	Yaschas Massif (100 AF)	45	51→323	85→392	881→3,780	Standard	-	-	31	46	23	45	Slurp	Weak: Lightning
Don Tonberry	COM	Bresha Ruins (100 AF)	30	78→630	60→636	1,088→5,665	Standard	-	-	31	46	-	75	Hateful Gouge	Resistant: All Ailments; Halved: Physical/Magic
Dragoon	COM	Augusta Tower (300 AF and 200 AF)	20	150→503	125→262	1,692→4,435	Very Mercurial	-	28	-	-	-	45	Orbital Battery	Immune: Poison; Halved: Ice; Weak: Fire
Dreadnought	COM	Vile Peaks (010 AF)	45	240→827	46→323	2,510→10,895	Very Late Bloomer	-	-	31	46	23	40	Flame Cyclone	Immune: Poison; Halved: Physical/Magic
Flanborg	COM	Augusta Tower (300 AF)	40	88→485	100→514	835→4,378	Erratic	-	28	67	-	-	20	Twin Fists	Resistant: Lightning; Weak: Fire/Wind
Flangonzola	COM	The Archylte Steppe (??? AF)	70	49→830	72→700	596→5,656	Late Bloomer	-	-	31	46	110	35	Twin Fists	Halved: Magic/Ice; Weak: Lightning
Frag Leech	COM	Oerba (200 AF)	40	27→351	49→234	487→2,640	Very Erratic	-	28	67	-	-	45	Explosive Thrust	Halved: Fire; Weak: Ice
Gandayaks	COM	Yaschas Massif (010 AF and 01X AF)	20	55→279	36→134	942→1,840	Very Mercurial	-	28	-	-	-	65	Heel Kick	-
Garganzola	COM	A Dying World (700 AF), New Bodhum (700 AF)	70	79→739	114→779	993→8,722	Late Bloomer	-	24	32	63	52	20	Twin Fists	Halved: Physical/All Ailments
Goblin	COM	The Archylte Steppe (??? AF)	20	49→271	69→138	615→1,592	Early Peaker	28	-	-	-	-	75	Goblin Rush	Halved: Fire
Golden Chocobo	COM	Treasure sphere, A Dying World (700 AF)	45	261→836	190→663	3,180→8,356	Very Late Bloomer	-	-	31	46	23	80	Kweh	-
Gorgonopsid	COM	New Bodhum (003 AF)	99	59→751	33→625	400→6,242	Very Late Bloomer	25	42	32	76	76	65	Sonic Fangs	Weak: Fire
Hoplite	COM	Bresha Ruins (005 AF)	20	60→142	28→68	474→1,887	Very Mercurial	28	-	-	-	-	75	Second Nailgun	Immune: Poison; Halved: Physical/Magic; Weak: Ice
Lucidon	COM	Oerba (200 AF)	99	42→956	23→425	932→6,799	Very Erratic	-	24	32	63	177	85	Shell Spin	Resistant: All Ailments; Halved: Physical/Magic/All Elements
Mánagarmr	COM	Academia (500 AF)	45	190→741	124→549	1,552→6,651	Very Erratic	-	-	31	46	23	65	Sonic Fangs	Resistant: Lightning; Halved: All Ailments
Mandrake	COM	Yaschas Massif (010 AF, 01X AF and 110 AF)	99	48→874	100→418	445→6,564	Late Bloomer	25	42	32	76	76	55	Sniping Thrust	-
Meonekton	COM	New Bodhum (003 AF), Bresha Ruins (005 AF)	20	27→205	23→124	443→1,587	Early Peaker	28	-	-	-	-	55	Black Hole	-
Metallicactuar	COM	The Archylte Steppe (??? AF)	45	145→731	63→755	1,050→8,096	Standard	-	-	-	44	69	65	Hit-and-Run	Resistant: All Ailments; Weak: Fire
Miniflan	COM	Sunloth Waterscape (300 AF), Archylte Steppe	99	44→942	66→1,002	547→6,768	Mercurial	25	42	32	76	76	50	Spit	Halved: Physical/Fire; Weak: Wind

Name	Role	Habitat	Max Level	Strength (Min→Max)	Magic (Min→Max)	HP (Min→Max)	Growth Pattern	Costs: Grade 1	Costs: Grade 2	Costs: Grade 3	Costs: Grade 4	Costs: Grade 5	Casting Speed	Feral Link	Notes
Moblin	COM	The Archylte Steppe (??? AF)	20	48→270	67→136	608→1,868	Early Peaker	-	28	-	-	-	75	Batter Up	Weak: All Elements
Munchkin	COM	Bresha Ruins (300 AF and 100 AF)	20	107→598	85→158	1,318→3,755	Standard	-	28	-	-	-	75	Goblin Rush	Halved: Physical
Narasimha	COM	Yaschas Massif (010 AF and 01X AF)	70	177→920	62→503	1,591→9,157	Mercurial	-	-	31	46	110	80	Diving Strike	Halved: Ice/All Ailments; Weak: Fire
Orion	COM	Augusta Tower (300 AF and 200 AF)	20	132→376	32→210	1,872→4,123	Very Mercurial	-	28	-	-	-	80	Dual Bolt	Immune: Poison; Halved: Lightning; Weak: Fire
Proto-behemoth	COM	Academia (500 AF)	40	280→849	90→414	2,482→8,039	Very Erratic	-	-	66	36	-	95	Sunder	-
Reaver	COM	The Archylte Steppe (??? AF)	70	130→909	46→473	1,247→8,667	Very Mercurial	-	24	32	63	52	90	Spinning Slice	-
Red Chocobo	COM	The Archylte Steppe (??? AF)	99	53→874	68→761	604→6,259	Very Mercurial	25	42	32	76	76	80	Kweh	Resistant: Fire; Weak: Ice
Sarracenia	COM	New Bodhum (003 AF)	60	16→392	30→216	291→3,024	Erratic	28	80	67	-	-	45	Slurp	Halved: Physical; Weak: Ice
Scutari	COM	The Archylte Steppe (??? AF)	20	163→404	78→172	1,205→5,761	Standard	-	28	-	-	-	75	Missile Hatch	Halved: Wind; Weak: Lightning
Seeping Brie	COM	Sunleth Waterscape (400 AF)	70	79→826	114→792	977→6,712	Very Late Bloomer	-	24	32	63	52	35	Hundred Fists	Weak: Wind
Shaguma	COM	Vile Peaks (010 AF)	20	41→267	60→208	830→2,768	Early Peaker	-	28	-	-	-	65	War Dance	Halved: Magic; Weak: Fire/Wind
Svarog	COM	Bresha Ruins (005 AF)	99	90→887	23→408	797→9,480	Very Erratic	25	42	32	76	76	40	Frost Breath	Halved: Physical/Magic/Fire/All Ailments; Weak: Ice
Thermadon	COM	Augusta Tower (200 AF)	40	218→1,097	36→240	1,474→6,442	Very Mercurial	-	28	67	-	-	65	Crippling Surge	Resistant: Physical/Magic/All Ailments; Weak: Fire/Ice/Lightning; Loadenstrike
Tonberry	COM	Bresha Ruins (300 AF)	30	80→1,000	81→1,005	1,087→5,654	Standard	-	-	31	46	-	75	Ultimate Grudge	Resistant: All Ailments; Halved: Physical/Magic
Twilight Odin	COM	Vile Peaks (010 AF and 200 AF)	99	89→987	13→525	899→13,000	Very Late Bloomer	-	-	31	46	269	30	Zantetsuken	Halved: All Ailments; ATB +1
Uridimmu	COM	Bresha Ruins (005 AF), Yaschas Massif (010 AF and 01X AF)	40	45→394	43→317	442→2,885	Erratic	28	80	-	-	-	65	Sonic Fangs	Weak: Fire
Vespid Soldier	COM	Augusta Tower (200 AF)	40	99→631	122→205	852→5,368	Very Erratic	-	-	66	36	-	55	Sniping Thrust	Halved: Physical/Magic/Wind
Vodianoi	COM	The Archylte Steppe (??? AF)	20	69→933	103→355	1,328→7,628	Standard	-	-	-	34	-	65	Spinning Step	Halved: Physical/Lightning/Wind; Weak: Fire
Vouivre	COM	The Archylte Steppe (??? AF)	70	111→861	30→328	1,020→7,888	Very Erratic	-	24	32	63	52	40	Tail Whip	Halved: Fire/All Ailments; Weak: Lightning/Wind
Yaksha	COM	Vile Peaks (010 AF)	20	180→813	100→353	1,280→5,848	Standard	-	-	66	-	-	65	Spinning Step	Halved: Physical; Weak: Ice/Wind; Ironstrike
Yeoman	COM	Academia (500 AF)	20	193→516	47→284	2,718→5,847	Standard	-	-	66	-	-	80	Drill Bolt	Immune: Poison
Albino Lobo	RAV	Bresha Ruins (005 AF)	70	70→641	67→589	788→5,428	Standard	-	24	32	63	52	65	Shred	-
Apotamkin	RAV	A Dying World (700 AF), New Bodhum (700 AF)	20	85→606	67→608	987→3,544	Early Peaker	-	-	66	-	-	40	Multicast	Halved: Magic/All Elements
Bloodfang Bass	RAV	Oerba (300 AF)	45	50→445	98→616	985→5,627	Standard	-	-	31	46	23	65	Refreshing Rain	Halved: Ice; Weak: Fire/Lightning
Blue Chocobo	RAV	The Archylte Steppe (??? AF)	99	50→728	53→799	630→7,161	Late Bloomer	25	42	32	76	76	80	Kweh Kweh	Resistant: Ice; Halved: Fire/Lightning/Wind
Bomb	RAV	Vile Peaks (010 AF)	20	19→69	96→624	505→1,193	Early Peaker	-	28	-	-	-	170	Elemental Overdrive	Resistant: Fire; Halved: Lightning/Wind; Weak: Ice
Baccaboo	RAV	The Archylte Steppe (??? AF)	20	113→570	93→403	1,466→4,639	Standard	-	-	66	-	-	75	Batter Up	Halved: Ice/Wind
Baccaboo Ace	RAV	The Archylte Steppe (??? AF)	40	109→660	203→802	1,718→6,892	Very Late Bloomer	-	-	66	36	-	75	Spirit Infusion	Resistant: Ice/Wind; Halved: Magic
Coratoraptor	RAV	Sunleth Waterscape (300 AF)	99	27→563	57→773	475→6,710	Standard	25	42	32	76	76	65	Refreshing Rain	Weak: Fire/Lightning/Wind
Circuitron	RAV	Bresha Ruins (300 AF)	20	41→181	189→573	954→2,550	Very Erratic	-	28	-	-	-	170	Friendly Fire	Resistant: Lightning
Cloudburst	RAV	The Archylte Steppe (??? AF)	40	34→167	207→1,030	1,055→7,194	Very Late Bloomer	-	-	66	36	-	170	Friendly Fire	-
Cryohedron	RAV	Vile Peaks (010 AF)	20	19→68	97→625	483→1,171	Early Peaker	-	28	-	-	-	170	Elemental Overdrive	Resistant: Ice; Halved: Lightning/Wind; Weak: Fire
Debris	RAV	The Archylte Steppe (??? AF)	40	44→198	203→1,026	1,051→4,456	Late Bloomer	-	-	-	148	-	170	Elemental Overdrive	Halved: Physical/All Elements
Fencer	RAV	Academia (400 AF)	20	106→447	43→303	1,650→3,877	Late Bloomer	-	28	-	-	-	80	Drill Thrust	Immune: Poison; Halved: Physical; Weak: Lightning
Flanbanero	RAV	Sunleth Waterscape (300 AF), Archylte Steppe	70	37→504	89→1,100	488→4,711	Late Bloomer	-	24	32	63	52	35	Hundred Fists	Halved: Physical/Fire; Weak: Lightning
Garchimacera	RAV	Bresha Ruins (005 AF)	45	26→222	40→595	432→3,255	Erratic	25	42	32	-	-	40	Multicast	Halved: Fire; Weak: Ice
Grand Behemoth	RAV	Augusta Tower (200 AF)	70	169→1,111	100→877	1,745→9,150	Very Mercurial	-	24	32	63	52	80	Onrush	Weak: Wind
Gremlin	RAV	Bresha Ruins (005 AF)	45	27→213	40→813	432→3,255	Erratic	25	42	32	-	-	40	Giant Drop	Halved: Ice; Weak: Fire
Grenade	RAV	Oerba (400 AF)	20	21→81	95→257	465→1,359	Early Peaker	-	28	-	-	-	170	Elemental Overdrive	Halved: Magic; Weak: Physical
Koboldroid Yang	RAV	Vile Peaks (200 AF)	70	67→888	98→440	1,106→8,359	Late Bloomer	-	24	32	63	52	40	Giant Drop	Halved: Fire
Koboldroid Yin	RAV	Academia (400 AF)	40	72→573	62→291	1,017→4,535	Very Erratic	-	28	67	-	-	40	Multicast	-
Mud Frog	RAV	The Archylte Steppe (??? AF)	20	97→489	196→788	1,315→2,845	Standard	-	-	66	-	-	65	Cleansing Overture	Resistant: Ice; Weak: Lightning
Munchkin Boss	RAV	Bresha Ruins (300 AF and 100 AF)	40	104→442	193→759	1,519→6,069	Very Late Bloomer	-	-	66	36	-	75	Neo Goblin Rush	Halved: Physical
Nekton	RAV	New Bodhum (003 AF), Bresha Ruins (005 AF)	99	23→868	33→1,090	354→8,503	Very Mercurial	25	42	32	76	76	60	Spider Web	-
Notsugo	RAV	Bresha Ruins (005 AF)	45	38→251	56→587	606→3,185	Very Erratic	-	24	32	63	52	40	Multicast	-

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Name	Role	Habitat	Max Level	Strength (Min→Max)	Magic (Min→Max)	HP (Min→Max)	Growth Pattern	Costs: Grade 1	Costs: Grade 2	Costs: Grade 3	Costs: Grade 4	Costs: Grade 5	Casting Speed	Feral Link	Notes
Pink Lily	RAV	Oerba (300 AF)	40	186→326	193→513	2,018→3,960	Standard	-	-	66	36	-	40	Spinning Jump	Halved: All Elements
Pleuston	RAV	New Bodhum (700 AF), Academia (500 AF)	45	60→692	85→823	1,025→5,635	Very Erratic	-	-	31	46	23	60	Tornado	-
Spiceacilian	RAV	New Bodhum (003 AF)	99	17→387	40→1,125	281→6,179	Standard	25	42	32	76	76	65	Refreshing Rain	Weak: Lightning
Swampmonk	RAV	The Archylte Steppe (??? AF)	45	99→430	60→926	1,554→7,397	Standard	-	-	31	46	23	75	High Dive	Resistant: Ice; Weak: Lightning
Tabasco Toad	RAV	New Bodhum (003 AF)	99	20→1,100	23→553	324→6,875	Standard	25	42	32	76	76	65	Cleansing Overture	Weak: Lightning
Tempest	RAV	Bresha Ruins (100 AF)	20	40→93	190→549	1,017→2,614	Standard	-	28	-	-	-	170	Elemental Overdrive	Resistant: Wind
Vespid	RAV	Vile Peaks (200 AF)	45	118→509	150→635	991→6,900	Very Erratic	-	-	31	46	23	55	Sniping Thrust	-
Zoghnal	RAV	Oerba (400 AF)	45	166→751	98→599	1,806→7,655	Very Late Bloomer	-	-	31	46	23	80	Crush	Halved: Ice; Weak: Fire
Zwerg Metro	RAV	Augusta Tower (200 AF)	20	58→463	86→187	932→2,987	Standard	-	28	-	-	-	40	Multicast	Halved: Ice/Lightning
Zwerg Scandroid	RAV	Bresha Ruins (005 AF), Oerba (200 AF)	40	39→269	29→238	394→2,410	Erratic	28	60	-	-	-	40	Multicast	-
Bunkerbeast	SEN	Yaschas Massif (100 AF)	70	65→888	36→322	1,505→10,807	Very Late Bloomer	-	24	32	63	52	-	Shell Spin	Resistant: All Ailments; Halved: Ice/Lightning
Calautidon	SEN	Sunleth Waterscape (300 AF)	99	39→721	20→320	1,040→7,846	Very Late Bloomer	-	-	31	46	269	-	Shell Spin	Halved: Physical/Magic/ All Elements
Flandit	SEN	Sunleth Waterscape (300 AF and 400 AF)	99	42→706	57→725	595→9,260	Late Bloomer	-	24	32	63	177	-	Hundred Fists	Halved: Physical/ Lightning; Weak: Fire/ Wind
Goblin Chieftain	SEN	The Archylte Steppe (??? AF)	40	66→337	68→339	1,149→5,948	Very Erratic	-	28	67	-	-	-	Spirit Infusion	Halved: Fire/All Ailments
Lancer	SEN	Vile Peaks (200 AF)	20	159→358	127→250	2,059→5,288	Early Peaker	-	28	-	-	-	-	Orbital Battery	-
Major Moblin	SEN	The Archylte Steppe (??? AF)	45	73→423	77→400	1,248→7,967	Very Late Bloomer	-	-	31	46	23	-	Neo Goblin Rush	Halved: Physical/All Elements
Metalligantuar	SEN	A Dying World (700 AF), New Bodhum (700 AF)	70	129→1,135	55→441	1,152→5,548	Standard	-	-	-	45	184	-	Daze	Resistant: All Ailments
Navidon	SEN	The Archylte Steppe (??? AF)	40	118→760	62→226	2,980→5,401	Very Late Bloomer	-	-	-	148	-	-	Shell Spin	Resistant: Ice; Halved: Physical/Magic/Fire/ Lightning/Wind
Pulse Gladiator	SEN	The Archylte Steppe (??? AF)	70	188→640	35→198	1,948→11,035	Late Bloomer	-	-	31	46	118	-	Turbo Fist	Immune: Poison; Resistant: Wind/ All Ailments; Halved: Physical/Magic
Pulse Knight	SEN	Bresha Ruins (005 AF)	20	70→205	12→75	515→2,353	Very Erratic	28	-	-	-	-	-	Head Twister	Immune: Poison; Halved: Physical/Magic
Pulse Soldier	SEN	New Bodhum (003 AF)	40	49→324	11→103	565→4,744	Erratic	28	60	-	-	-	-	Energy Wave	Immune: Poison; Halved: Physical/Magic
Silver Chocobo	SEN	Improved Moogle Throw (see page 125)	45	219→823	261→799	2,957→9,373	Erratic	-	-	31	46	23	-	Kweh Kweh	-
Tezcatlipoca	SEN	Academia (500 AF)	60	127→582	113→384	3,236→8,386	Very Late Bloomer	-	-	66	155	-	-	Raging Torrent	Resistant: Lightning; Halved: All Ailments
Xolotl	SEN	Academia (500 AF)	40	126→332	114→403	2,711→8,616	Standard	-	-	66	37	-	-	Oscillating Wave	Resistant: Fire
Ahriman	SAB	Yaschas Massif (100 AF)	70	60→342	80→1,110	689→6,944	Very Late Bloomer	-	24	32	63	52	40	Multicast	Weak: Wind
Bamapama	SAB	Academia (500 AF)	45	118→857	164→351	1,920→5,944	Very Erratic	-	-	31	46	23	40	Multicast	Resistant: Physical
Barbed Specter	SAB	The Archylte Steppe (??? AF)	45	89→648	187→258	796→5,971	Very Late Bloomer	-	-	31	46	23	55	Biohazard Injection	Halved: Lightning/Wind; Weak: Fire/Ice
Black Chocobo	SAB	Vile Peaks (010 AF)	99	49→732	58→995	621→7,125	Very Late Bloomer	25	42	32	76	76	80	Kweh Kweh	-
Breshaa Bass	SAB	Oerba (300 AF)	45	44→399	62→515	776→4,981	Standard	-	-	31	46	23	65	Refreshing Rain	Halved: Ice; Weak: Fire/ Lightning
Ceratosaur	SAB	Sunleth Waterscape (300 AF)	99	25→670	47→500	415→5,517	Standard	25	42	32	76	76	65	Refreshing Rain	Weak: Fire/Lightning/ Wind
Chelicerata	SAB	Oerba (200 AF), Archylte Steppe	99	32→669	45→949	534→5,856	Very Mercurial	-	24	32	63	177	55	Deathscythe	-
Clematis	SAB	Yaschas Massif (100 AF)	70	84→710	178→314	781→6,549	Late Bloomer	-	24	32	63	52	55	Biohazard Injection	-
Deathgaze	SAB	Yaschas Massif (100 AF)	70	152→308	41→848	1,425→8,469	Very Erratic	-	-	31	46	110	40	Tail Whip	-
Dendrobium	SAB	Bresha Ruins (005 AF)	99	48→420	106→749	458→7,485	Standard	25	42	32	76	76	65	Biohazard Injection	Weak: Wind
Forked Cat	SAB	Oerba (400 AF)	70	48→316	111→1,002	933→6,734	Standard	-	24	32	63	52	75	Precious Prayer	Halved: Physical
Gancanagh	SAB	The Archylte Steppe (??? AF)	20	208→729	171→215	2,814→5,475	Standard	-	-	66	-	-	75	Goblin Rush	Halved: Ice
Garuda	SAB	Vile Peaks (200 AF)	40	180→562	48→257	1,573→6,300	Very Erratic	-	-	66	55	-	40	Hellstorm Bolt	Halved: All Ailments
Hedge Frog	SAB	The Archylte Steppe (??? AF)	20	85→415	161→540	1,565→4,708	Standard	-	-	88	-	-	65	Cleansing Overture	Resistant: Ice; Weak: Fire/Lightning/Wind
Illuyankas	SAB	Sunleth Waterscape (400 AF)	40	180→582	48→257	1,828→6,960	Erratic	-	-	66	36	-	40	Tail Whip	Halved: Magic/Fire/Wind
Kanna Kamuy	SAB	Yaschas Massif (110 AF)	40	128→497	53→470	1,332→5,607	Erratic	-	28	67	-	-	40	Fresh Breath	Halved: Lightning/Wind
Mimi	SAB	Academia (500 AF)	45	118→358	163→702	1,791→5,815	Very Erratic	-	-	31	46	23	40	Multicast	Resistant: Magic
Necrosis	SAB	Yaschas Massif (010 AF and 01X AF)	99	49→747	99→352	441→8,487	Very Late Bloomer	-	-	31	46	269	55	Biohazard Injection	-
Pentopoda	SAB	New Bodhum (700 AF), Academia (500 AF)	45	117→717	114→714	1,804→6,715	Erratic	-	-	31	46	23	55	Deathscythe	-
Pitterpatter	SAB	Yaschas Massif (100 AF)	45	42→532	82→361	787→4,981	Standard	-	-	31	46	23	65	Refreshing Rain	Resistant: Ice; Weak: Fire

NAME	ROLE	HABITAT	MAX LEVEL	STRENGTH (MIN→MAX)	MAGIC (MIN→MAX)	HP (MIN→MAX)	GROWTH PATTERN	COSTS: GRADE 1	COSTS: GRADE 2	COSTS: GRADE 3	COSTS: GRADE 4	COSTS: GRADE 5	CASTING SPEED	FERAL LINK	NOTES
Rangda	SAB	Improved Moogle Throw (see page 125)	70	58→347	81→786	851→5,557	Late Bloomer	-	24	32	63	52	40	Multicast	Resistant: Wind; Halved: Magic/All Ailments; Weak: Ice
Samovira	SAB	The Archylte Steppe (??? AF)	45	38→743	146→512	1,166→6,805	Standard	-	-	-	44	69	65	Disastrous Dance	Halved: Ice/Wind; Weak: Fire
Schrodinger	SAB	Academia (500 AF)	70	62→321	142→963	1,281→5,184	Very Mercurial	-	-	31	46	110	25	Kitty Clock	-
Silver Lobo	SAB	The Archylte Steppe (??? AF)	45	70→478	70→446	654→3,345	Standard	-	24	32	63	52	65	Shred	Weak: Ice
Unsaganoshi	SAB	Sunleth Waterscape (300 AF and 400 AF)	70	35→309	46→653	523→4,368	Very Erratic	-	24	32	63	57	40	Giant Drop	Halved: Magic; Weak: Lightning
Viking	SAB	Ville Peaks (200 AF)	20	153→419	35→226	2,018→4,406	Early Peaker	-	28	-	-	-	80	Drill Flame	Immune: Poison; Halved: Fire; Weak: Lightning
Amanojaku	SYN	Bresha Ruins (005 AF)	45	35→235	46→498	528→3,783	Very Erratic	-	24	32	63	52	105	Giant Drop	-
Clione	SYN	Oerba (200 AF), Archylte Steppe	70	32→451	47→642	533→3,688	Standard	-	24	32	63	52	95	Tornado	-
Fochan	SYN	Sunleth Waterscape (300 AF and 400 AF)	70	33→287	45→529	555→4,426	Late Bloomer	-	-	31	46	110	105	Multicast	Halved: Magic; Weak: Wind
Gahongas	SYN	Yaschas Massif (010 AF and 01X AF)	99	19→820	78→750	615→7,031	Very Late Bloomer	25	42	32	76	76	100	Fanatical Dance	-
Gancanagh Ace	SYN	The Archylte Steppe (??? AF)	40	181→388	352→655	2,382→5,721	Very Late Bloomer	-	-	66	36	-	80	Neo Goblin Rush	Resistant: Wind; Halved: Physical/Ice
Gigantuar	SYN	The Archylte Steppe (??? AF)	70	119→561	80→1,260	908→6,849	Very Late Bloomer	-	-	-	46	184	115	Hop	Weak: Physical/Magic/Fire
Imp	SYN	Yaschas Massif (110 AF)	70	61→348	81→786	980→7,460	Erratic	-	24	32	63	52	105	Giant Drop	Halved: Magic/All Elements; Weak: Physical
Leyak	SYN	Improved Moogle Throw (see page 125)	70	58→347	82→787	913→5,579	Late Bloomer	-	24	32	63	52	105	Giant Drop	Resistant: Wind; Halved: Magic/All Ailments; Weak: Ice
Luminous Puma	SYN	Augusta Tower (200 AF)	40	120→362	122→824	1,226→5,469	Very Erratic	-	-	66	36	-	60	Sonic Fangs	-
Mewmao	SYN	The Archylte Steppe (??? AF)	40	97→261	229→780	1,689→5,888	Standard	-	-	66	36	-	65	Precious Prayer	Halved: Magic
Microchu	SYN	The Archylte Steppe (??? AF)	45	355→731	241→789	1,659→7,433	Late Bloomer	-	-	31	46	23	90	Mimicking Screech	Resistant: Ice; Weak: Fire/Lightning/Wind
Miquiztli	SYN	Academia (500 AF)	40	123→340	192→620	2,166→7,280	Late Bloomer	-	-	66	36	-	70	Terra Fantasy	Resistant: Wind
Nanochu	SYN	Improved Moogle Throw (see page 125)	40	114→463	116→507	582→3,590	Standard	-	-	66	36	-	90	Metacrito	-
Oannos	SYN	Sunleth Waterscape (300 AF)	45	33→413	30→325	668→4,176	Standard	-	24	32	63	52	130	High Dive	Resistant: Ice; Halved: Physical/Magic; Weak: Lightning
Purple Chocobo	SYN	Bresha Ruins (300 AF and 100 AF)	99	75→579	53→902	939→8,106	Late Bloomer	25	42	32	76	76	90	Kweh Kweh	Halved: Physical/Magic
Sahagin Prince	SYN	Sunleth Waterscape (300 AF)	45	37→501	34→358	817→4,127	Standard	-	-	31	46	23	130	Abyssal Breath	-
Testudo	SYN	The Archylte Steppe (??? AF)	20	192→546	23→552	2,451→7,086	Standard	-	-	66	-	-	55	Explosive Trigger	Immune: Poison; Resistant: Wind; Halved: Fire/Ice
Thexteron	SYN	Augusta Tower (300 AF)	40	125→385	130→466	1,093→3,790	Standard	-	-	66	36	-	60	Shred	Weak: Lightning
Triffid	SYN	The Archylte Steppe (??? AF)	70	49→274	100→751	457→5,434	Very Late Bloomer	-	24	32	63	52	95	Sniping Thrust	Weak: Ice
Yokshini	SYN	Ville Peaks (010 AF)	70	39→643	143→613	1,251→9,822	Late Bloomer	-	24	32	63	62	100	Fanatical Dance	-
Cactrot	MED	The Archylte Steppe (??? AF)	45	106→736	77→488	726→2,997	Standard	-	-	31	46	23	85	Hypnotic Dance	Halved: All Ailments; Weak: Fire
Cactuarama	MED	Improved Moogle Throw (see page 125)	45	122→802	90→420	850→3,244	Standard	-	-	31	46	23	85	Uplift	Halved: All Ailments; Weak: Fire
Cactuarina	MED	Improved Moogle Throw (see page 125)	45	105→735	77→407	679→2,950	Standard	-	-	31	46	23	85	Hypnotic Dance	Halved: All Ailments; Weak: Fire
Cait Sith	MED	Bresha Ruins (005 AF)	99	20→351	46→967	324→6,702	Very Late Bloomer	25	42	32	76	76	65	Kitty Clock	Weak: Lightning/Wind
Caterchipillar	MED	The Archylte Steppe (??? AF)	45	91→327	151→508	1,935→4,173	Late Bloomer	-	-	31	46	23	70	Slurp	Halved: Ice; Weak: Lightning
Exoray	MED	New Bodhum (003 AF)	40	22→180	68→240	408→3,382	Standard	-	28	67	-	-	70	Explosive Thrust	-
Flanitor	MED	Augusta Tower (300 AF and 200 AF)	40	58→416	142→727	703→3,593	Very Erratic	-	-	66	36	-	70	Hyper Rescue	-
Green Chocobo	MED	Yaschas Massif (110 AF and 100 AF)	99	38→659	59→825	545→6,304	Standard	25	42	32	76	76	90	Kweh Kweh	-
Haguma	MED	Ville Peaks (010 AF)	99	22→682	95→918	638→6,898	Late Bloomer	25	42	32	76	76	100	Hypnotic Star	Weak: Lightning
Spiranthes	MED	Yaschas Massif (010 AF, 01X AF and 110 AF)	40	21→152	81→220	365→1,830	Very Late Bloomer	-	26	67	-	-	70	Explosive Thrust	-
White Chocobo	MED	Oerba (300 AF)	99	54→822	69→1,028	658→6,352	Very Erratic	25	42	32	76	76	90	Kweh	Halved: Physical/Magic

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From the vast selection of tameable monsters available, a number stand out as being remarkably cost-efficient or defined by great long-term potential. In this section, we offer specific monster recommendations for each role based on different progression milestones in the main storyline and post-story play.

Special Note: Chocobos

Before we continue, we should take a moment to draw your attention to Chocobos – the only monster variety where, Silver and Gold aside, you can capture and carry more than one crystal at a time. Most of them are designed to have extremely high post-story potential, with truly "Late Bloomer"-type stat growths and a level cap of 99. If you decide to cultivate a flock of Chocobos, you may wish to infuse your two most-used feathery companions with the Pack Mentality passive ability, available exclusively from Chichu and Nanochu. This entails sacrificing two irreplaceable monsters, but it will grant large additional stat boosts whenever the two upgraded Chocobos are in play along with a third of your preference. A team of maxed-out Chocobos can give any other Paradigm Pack configuration a run for its money as the best in the game.

Commandos

To make the most of monsters in this role, prioritize the infusion of the inheritable role abilities we recommended earlier in this chapter, as well as passive abilities that amplify Strength or Magic, depending on how you plan to use a particular monster. Another extremely powerful passive ability is Role Resonance, which grants bonuses when all roles in a Paradigm are the same. This will greatly increase the destruction wrought by employing the Cerberus Paradigm when the Chain Bonus is high.

- **Gandayaks** is likely the first good Early Peaker that you will have access to, sporting Strength-boosting passives that you can carry over to your next choice of Commando via infusion, as well as Armor Breaker.
- **Chichu** can be an interesting choice for your first long-term investment. It is very easy to obtain using Improved Moogle Throw once you reach the Archylte Steppe (??? AF). When fully leveled, it possesses a very high Strength, a fast attack animation, and the valuable Armor Breaker and various "Feeder" abilities.
- **Dragoon** is arguably the most cost-effective monster in the entire game. Easy to recruit and cheap to max out, requiring only Grade 2 materials, this ally comes with a bevy of great abilities: Adrenaline, Blindside, Feral Speed II, Attack: ATB Charge II and, most importantly, Armor Breaker. We recommend that you use Power Chips for at least some of its first ten levels and infuse Strength-boosting passive abilities to make it even more potent.
- **Red Chocobo** and **Golden Chocobo** both have excellent potential and offer different advantages. Either makes a good candidate to inherit Pack Mentality.
- **Metallicactuar** is an extremely powerful Magic-based Commando once fully developed, wielding the rare Mind Piercer ability. Make sure to infuse it with Magic-boosting passives.
- **Tonberry** and **Don Tonberry** are amazing all-around Commandos, with good growths in both Strength and Magic, high innate resistances that offset their somewhat low HP, low development material costs, and relatively speedy attacks. The regular Tonberry is probably slightly better; despite having higher base stats and learning the Quick Stagger and Bonus CP passive abilities, Don Tonberry's Perpetual Poison is a significant annoyance. Still, both monsters are great investments.
- **Twilight Odin** has quite possibly the most lopsided stat growth of all top-tier monsters, and is also incredibly expensive to max out. Once you do max him out, however, his raw stats are almost peerless (though his awful casting speed makes him ill-suited to magic-based abilities, so you should try not use him in that capacity). Twilight Odin has the distinction of being the only monster capable of acquiring a full ATB Gauge of six segments.

Ravagers

Speed is of paramount importance to Ravagers. For this reason, magically inclined monsters with high casting speeds are preferable. If you regularly use the Tri-disaster Paradigm, Role Resonance can also be extremely effective for a favored monster Ravager.

- **Buccaboo** is a great Early Peaker that you can recruit early in the story; it is also the cheapest source of the Gilfinder II passive ability, which you should pass along to monsters you use frequently before you can equip the Durable Collector Catalog. This will slowly but surely increase your cumulative gil gains.
- **Apotamkin** is extremely useful for a multitude of reasons. An Early Peaker with fairly high stats when it first becomes available late in the storyline, Apotamkin has access to all elemental spells of the first two tiers and all physical-strikes. In addition, it learns both Item Collector (which you can pass along) and Gilfinder II (which you cannot), both of which will improve your post-battle rewards significantly. Unfortunately, Apotamkin is rather sluggish and very hard to recruit, with a base crystal drop rate of only 2% – but it's easy to encounter and worth the trouble to obtain.
- **Blue Chocobo** is incontrovertibly the best choice for an ultimate all-around Ravager. You should aim to fill out its arsenal of spells with anything it does not learn naturally and infuse it with useful passives (including Role Resonance and possibly Pack Mentality if you plan to create a Chocobo-focused Paradigm Pack).
- **Cloudburst** and **Debris**, on the other hand, are in many respects the best overall Ravagers in the game. When you acquire a Crystarium Expansion, be sure to take an extra ATB segment. Cloudburst has good HP growth, while Debris takes half damage from physical attacks and all elements. Cloudburst is arguably the better of the two, with access to Friendly Fire (a very potent Feral Link), but they really are two sides of the same valuable coin. Use Cloudburst for Ice and Wind, Debris for Fire and Lightning, and infuse them with Chain Bonus Boost II (available from Pink Lily).

Sentinels

Make sure that you develop these monsters with Vitality materials whenever possible. You should also try to pass around the Improved Guard and Improved Ward abilities to any monster that does not have them to increase their effectiveness.

- The **Pulse Knight** can be found from the start of Episode 2, is incredibly easy to max out, and a source of the useful HP +25% passive ability (which you can infuse into another monster later once you acquire a stronger Sentinel).
- **Lancer** is by far the most cost-effective Sentinel based on its final ability set, analogous to Dragoon in the Commando role, with the same material cost to max out. Lancer also learns both Improved Guard and Improved Ward, which you can infuse cheaply into other Sentinels.
- **Bunkerbeast** is a good choice for a long-term investment. It learns Challenge early on, ends up with a huge HP total, and is easy to recruit.
- The unique **Silver Chocobo** offers final stats that almost rival the Bunkerbeast, but at a significantly lower cost. It is also the best Chocobo to use in the races at Serendipity – see page 119 for further details.
- **Tezcatlipoca** is noteworthy simply because it possesses a number of useful passive abilities, but does not offer the same resistances that the Armadillons have. On the other hand, it is cheaper to advance to its maximum level and boasts a massive pool of HP.

Saboteurs

For much of the game, this role is probably the least important of all six in terms of prioritizing the development of a good monster. Saboteurs do not offer many unique abilities that Serah and Noel cannot access, or that your party cannot do without.

- **Viking** is the only recommended Saboteur before mid-to-late post-story play. An Early Peaker, it has access to all three status ailments unavailable to the main characters (Fog, Pain II and Curse II).
- Choose from the **Black Chocobo**, **Chelicerata**, **Necrosis**, or **Dendrobium** as your long-term investment. The first three can access the Improved Debuffing passive ability. Dendrobium is a cheaper alternative and in all other ways just as viable. Simply infuse any ailment-inflicting spells missing from their skillset to augment their capabilities. Note that Necrosis is the only monster with the very useful Resilience: +40% passive ability, but is also exorbitantly costly to develop.

Synergists

Monster Synergists are critically important for the enhancement of your party's offense. Heavy specialization in this role is encouraged; the best monsters are those that do not have access to the many defensive buffs that can and should be applied by your main characters. The Augment Maintenance passive abilities are also vital, given the short duration of offensive buffs.

- **Amanojaku** is notable only as infusion fodder, learning all of the En-type spells, which have high damage-boosting potential.
- **Gahongas** is probably the earliest monster you will encounter that learns both Bravery and Faith, but you may find yourself struggling to maintain its development over that of other monsters.
- **Yakshini** is an excellent choice as your main offensive Synergist for a large portion of the game. It is fairly cheap to develop for the first two or three Crystarium Stages, relatively durable, and suitably built for offense. Infuse it with En-type spells to increase its effectiveness.
- **Thexteron** and **Gancanagh Ace** are two very similar and cost-effective monsters that you can use for further specialization. Both learn En-type spells, but Thexteron learns only Bravery and Bravega, while Gancanagh Ace learns only Faith. This allows you to be more efficient when you wish to enhance a single damage type. Note that Gancanagh Ace can often be obviated altogether with strategic usage of the Friendly Fire Feral Link. Thexteron should eventually be replaced by **Miquiztli** if you wish to retain a Bravery/En-type specialist.
- **Purple Chocobo** should be your choice for a Lv. 99 Synergist, but given the advantages in efficiency of narrow specialization, you may wish to retain one or more of the other recommended Synergists for situational use.

Medics

We suggest employing Serah and Noel as your primary Medics for most of the game. However, the Esunada and Cheer abilities, exclusive to monster MEDs, become increasingly useful during post-story play.

- **Caterchipillar** is the sole natural bearer of the passive skill Resist Elements: +30%, and therefore makes for good infusion fodder.
- **Flanitor** is probably the most accessible source of both Cura and Esunada and, just before acquiring the latter, learns the passive ability Improved Cure II. This should be the first Medic on which you spend any significant amount of resources.
- **Green Chocobo** is the best candidate for a Lv. 99 Medic. Be sure to give your Green Chocobo Esuna and Esunada; you can simply infuse it with a Flanitor. You should also infuse it with Feral Speed II. This actually makes it a candidate for regular usage in battle even when healing is not required. By repeatedly charging its Feral Link with Cheer and then using it, you can employ the Green Chocobo as your primary "recruiter" when you are looking to acquire a specific monster. Finally, it makes a good candidate for Magic-boosting passives, and maybe even Role Resonance.

There are, broadly speaking, three different categories of abilities:

- **Active abilities** are unlocked through the Crystarium and can be added to the command queue manually.
- **Auto abilities** are also unlocked through the Crystarium but are performed automatically at the AI's discretion whenever it deems it appropriate and of benefit to your current situation – even if you are choosing actions manually via the Abilities menu. For example, if an enemy has been Staggered, the first Attack instruction in a (suitably trained) Commando's command queue will be automatically changed to Launch.
- **Passive abilities** are permanent traits that can be conferred by equipment or, in the case of monsters, that are innate (and, for many of them, infusible – see page 224).

COMMANDO ABILITIES

ACTIVE ABILITIES

NAME	ATB COST	INFUSIBLE	DAMAGE MODIFIER	CHAIN BONUS	CUT	KEEP	NOTES
Attack	1	-	1.1	0.5	25	25	The basic physical assault move of the Commando. The Strength stat determines the level of damage inflicted.
Blitz	2	-	1.8	0.5	25	25	Inflicts physical damage on all adversaries in range. Best used against targets at or near the center of tightly packed groups of enemies.
Ruin	1	✓	1.1	0.5	15	15	Inflicts non-elemental magic damage on a single target.
Ruinga	3	✓	2.2	0.5	15	15	Same effects as Ruin, but acts as a more powerful area-effect upgrade.
Drain Attack	1	-	1.1	0.5	25	25	Physical attack that absorbs HP from target in proportion to damage inflicted.
Area Sweep	3	-	2.3	0.5	25	40	Inflicts physical damage on target and nearby foes, and knocks them backwards.
Meteor Javelin	All	-	0.8x4 (Staggered: 2.2x4)	0	40	90	Unique to Noel. A powerful attack, with damage increased during Stagger periods. This ability resets your chaining progress after use, so it's best used as a finishing move, or just before a Stagger period ends. The higher the ATB Level, the more damage is caused.

AUTO ABILITIES

NAME	INFUSIBLE	NOTES
Adrenaline	✓	Boosts Strength and Magic by 20% when HP is above 70%. You can enhance this effect with equipment that provides the High HP: Power Surge synthesized ability.
Armor Breaker	-	Boosts Strength by approximately 30% when an enemy's physical resistance is set to Resistant or Halved.
Blindside	✓	Almost doubles the damage dealt by normal attacks when a non-Staggered adversary is not targeting a party member who has this skill. Working alongside a Sentinel increases the likelihood of obtaining a regular Blindside bonus.
Bloodthirsty	✓	Boosts Strength in proportion to enemy Wound damage.
Bravery Feeder	-	Almost triples Strength versus enemies enhanced with Bravery, casts Bravery on self, and removes Bravery from the enemy.
Curse Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Curse.
Deathblow	✓	Instantly slays a target with low HP.
Deprotect Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Deprotect.
Deshell Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Deshell.
Faith Feeder	-	Almost triples Strength versus enemies enhanced with Faith, casts Faith on self, and removes Faith from the enemy.
Faultsiphon	✓	Recharges 0.2 ATB gauge segments per attack on a target suffering from status ailments.
Fog Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Fog.
Haste Feeder	-	Almost triples Strength versus enemies enhanced with Haste, casts Haste on self, and removes Haste from the enemy.
Imperil Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Imperil.
Jeopardize	-	Boosts by 1% the amount by which an attack raises a Staggered enemy's Chain Bonus.

NAME	INFUSIBLE	NOTES
Launch	-	Used automatically when the Attack command is selected against a Staggered enemy. By chaining moves on an opponent while they are airborne, it is possible to "juggle" them with further hits.
Lifesiphon	✓	Recharges one ATB gauge segment after slaying a target.
Mind Piercer	-	Boosts Magic by approximately 30% when an enemy's magical resistance is set to Resistant or Halved.
Pain Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Pain.
Poison Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Poison.
Powerchain	✓	If the enemy's Chain Gauge is empty when the Commando's attack lands, Powerchain strengthens the blow, granting almost double damage.
Protect Feeder	-	Almost triples Strength versus enemies enhanced with Protect, casts Protect on self, and removes Protect from the enemy.
Ravage	-	A staple of Chain-building, used to enable Ravagers to blast the Chain Gauge high and Commandos to reduce the rate of gauge depletion.
Scourge	✓	Modifier of normal Attack increases to 5.0 when an enemy is poised to recover from a Stagger.
Shell Feeder	-	Almost triples Strength versus enemies enhanced with Shell, casts Shell on self, and removes Shell from the enemy.
Slow Chaser	-	Boosts Strength by approximately 30% versus enemies afflicted with Slow.
Smite	-	Modifier of normal Attack increases to 5.0 when a Launched enemy is poised to recover from a Stagger.
Stagger: Drain	-	Casts Drain on Staggered enemies, absorbing HP.
Stagger: Wound	-	Inflicts Wound on Staggered enemies, reducing maximum HP.
Vigilance Feeder	-	Almost triples Strength versus enemies enhanced with Vigilance, casts Vigilance on self, and removes Vigilance from the enemy.

NOTES

- You should prioritize the infusion of Adrenaline, Blindside, and Scourge (in that order, if possible) into any Commando monster most likely to shoulder a significant workload in battle. These damage-boosting auto abilities are very useful and easy to trigger regularly in battle.
- Armor Breaker and Mind Piercer are invaluable abilities against enemies with high damage resistances. More often than not, they transform your Commando monster into your most potent offensive weapon. Mind Piercer is an especially rare ability, as many Commandos are naturally geared towards higher Strength.
- The Chaser abilities work especially well when used in conjunction with a Saboteur who can cast the corresponding debuffs. The Feeder abilities are best used against strong enemies that often buff themselves, including bosses. These abilities do not stack: when more than one is active, only the one with the highest priority is used. The hierarchy is as follows: Bravery Feeder > Faith Feeder > Haste Feeder > Protect Feeder > Shell Feeder > Vigilance Feeder > Slow Chaser > Deprotect Chaser > Deshell Chaser > Imperil Chaser > Curse Chaser > Fog Chaser > Pain Chaser > Poison Chaser > Bloodthirsty > Armor Breaker.

RAVAGER ABILITIES

ACTIVE ABILITIES

NAME	ATB COST	INFUSIBLE	DAMAGE MODIFIER	CHAIN BONUS	CUT	KEEP	NOTES
Fire	1	✓	1.0	10	15	15	Deals Fire damage to target.
Blizzard	1	✓	1.0	10	15	15	Deals Ice damage to target.
Thunder	1	✓	1.0	10	15	15	Deals Lightning damage to target.
Aero	1	✓	1.0	10	15	15	Deals Wind damage to target and temporarily stuns it.
Fira	2	✓	1.5	18	15	15	Deals Fire damage to targets in range, staggered targets take more damage.
Blizzara	2	✓	1.5	18	15	15	Deals Ice damage to targets in range, staggered targets take more damage.
Thundara	2	✓	1.5	18	15	15	Deals Lightning damage to targets in range, staggered targets take more damage.
Aerora	2	✓	1.5	18	15	15	Deals Wind damage to targets in range, tossing them up and drawing them in.
Firaga	3	✓	2.2	26	15	15	Deals Fire damage to targets within a wide radius.
Blizzaga	3	✓	2.2	26	15	15	Deals Ice damage to targets within a wide radius.
Thundaga	3	✓	2.2	26	15	15	Deals Lightning damage to targets within a wide radius.
Aeroga	3	✓	2.2	26	15	15	Deals Wind damage to targets within a wide radius, drawing them up into a tornado.
Flamestrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Fire element.
Froststrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Ice element.
Sparkstrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Lightning element.
Galestrike	1	-	1.05	10	25	25	Physically attacks a target with a blow infused with the Wind element.
Heat Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Fire element.
Ice Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Ice element.
Electric Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Lightning element.
Aero Blitz	2	-	1.5	10	25	25	Physically attacks a target and nearby foes with a blow infused with the Wind element.
Ultima Arrow	All	-	0.4x7	0x7 (Staggered: 10x7)	40	90	Unique to Serah. This ability packs numerous attacks into a focused assault, driving up the Chain Bonus after a target has been Staggered. The higher the ATB Level, the more damage is caused.

AUTO ABILITIES

NAME	INFUSIBLE	NOTES
Fearsiphon	✓	Recharges 0.1 ATB gauge segment per attack on a Staggered target.
Felflame	-	Increases damage of Fire-based attacks by 25% against enemies vulnerable to fire.
Felfrost	-	Increases damage of Ice-based attacks by 25% against enemies vulnerable to ice.
Felgust	-	Increases damage of Wind-based attacks by 25% against enemies vulnerable to wind.
Felspark	-	Increases damage of Lightning-based attacks by 25% against enemies vulnerable to lightning.
Overwhelm	✓	Increases the Chain Bonus by 1% for each ally targeting the same enemy. Use Paradigms with more than one Ravager to make best use of its effects – particularly the all-RAV Tri-disaster.
Vigor	-	Increases the Chain Bonus by 1% when HP is above 70%. Similar to the Commando's Adrenaline Auto ability, but even more useful for a Ravager.

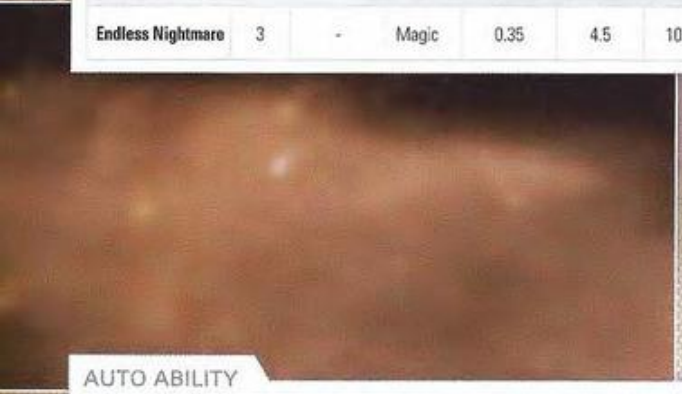
NOTES

- All physical attacks (Blitz and -strike abilities) have higher Cut and Keep values than their magic counterparts (the first-tier elemental spells).
- For damage and pre-Stagger Chain Bonus building against single enemies, first-tier spells (Fire, Blizzard, Thunder, Aero) are the most cost-effective. Damage for second-tier spells (Fira, Blizzara, Thundara, Aerora) is augmented during a Stagger. Third-tier spells (Firaga, Blizzaga, Thundaga, Aeroga) have the benefit of a wide area of effect, as well as the possibility of launching small enemies into the air, interrupting their actions.

SABOTEUR ABILITIES

ACTIVE ABILITIES

NAME	ATB COST	INFUSIBLE	TYPE	DAMAGE MODIFIER	CHAIN BONUS	CUT	KEEP	NOTES
Deprotect	1	✓	Magic	0.35	4.5	10	15	Reduces a target's physical resistance by 30% and deals magic damage.
Deprotega	3	✓	Magic	0.35	4.5	10	15	Reduces physical resistance by 30% and deals magic damage within a wide radius.
Deshell	1	✓	Magic	0.35	4.5	10	15	Reduces a target's magic resistance by 30% and deals magic damage.
Deshellga	3	✓	Magic	0.35	4.5	10	15	Reduces magic resistance by 30% and deals magic damage within a wide radius.
Poison	1	✓	Magic	0.35	4.5	10	15	Poisons target and deals magic (0.75% of max HP per second).
Poisonga	3	✓	Magic	0.35	4.5	10	15	Poisons and deals magic damage to targets within a wide radius.
Imperil	1	✓	Magic	0.35	4.5	10	15	Reduces a target's elemental resistance and deals magic damage.
Imperilga	3	✓	Magic	0.35	4.5	10	15	Reduces elemental resistances and deals magic damage within a wide radius.
Dispel	2	✓	Magic	0.35	4.5	10	15	Removes a target's most recent status enhancement and deals magic damage.
Dispelga	3	✓	Magic	0.35	4.5	10	15	Removes the most recent status enhancement and deals magic damage to all targets within a wide radius.
Curse	1	✓	Magic	0.35	4.5	10	15	Renders a target more vulnerable to "interruptions" when attacked. Also lowers the target's odds of interrupting enemy actions. Increases Wound damage taken.
Cursega	3	✓	Magic	0.35	4.5	10	15	Same as Curse, but with an area effect.
Fog	1	✓	Magic	0.35	4.5	10	15	Disables a target's magic abilities and deals magic damage.
Fogga	3	✓	Magic	0.35	4.5	10	15	Disables enemy magic abilities and deals magic damage within a wide radius.
Pain	1	✓	Magic	0.35	4.5	10	15	Disables a target's physical abilities and deals magic damage. Pain is the physical counterpart to Fog.
Painga	3	✓	Magic	0.35	4.5	10	15	Disables enemy physical abilities and deals magic damage within a wide radius.
Wound	1	✓	Magic	0.55	0.5	25	25	Deals Wound damage to a target, reducing its maximum HP.
Woundga	3	✓	Magic	0.55	0.5	25	25	Deals Wound damage to targets in a wide radius, reducing their maximum HP.
Deprotect II	1	-	Physical	0.55	0.5	25	25	Reduces a target's physical resistance and deals physical damage.
Deshell II	1	-	Physical	0.55	0.5	25	25	Reduces a target's magic resistance and deals physical damage.
Poison II	1	-	Physical	0.55	0.5	25	25	Poisons target and deals physical damage.
Imperil II	1	-	Physical	0.55	0.5	25	25	Reduces a target's elemental resistance and deals physical damage.
Dispel II	1	-	Physical	0.55	0.5	25	25	Removes a target's most recent status enhancement and deals physical damage.
Fog II	1	-	Physical	0.55	0.5	25	25	Disables a target's magic abilities and deals physical damage.
Pain II	1	-	Physical	0.55	0.5	25	25	Disables a target's physical abilities and deals physical damage.
Curse II	1	-	Physical	0.55	0.5	25	25	Renders a target more vulnerable to "interruptions" when attacked, increasing the likelihood that queued abilities will be delayed or even cancelled. Increases Wound damage taken.
Heavy Deprotega	3	-	Physical	0.80	0.5	25	25	Reduces physical resistance and deals physical damage within a wide radius.
Heavy Deshellga	3	-	Physical	0.80	0.5	25	25	Reduces magic resistance and deals physical damage within a wide radius.
Heavy Poisonga	3	-	Physical	0.80	0.5	25	25	Poisons and deals physical damage to targets within a wide radius.
Heavy Imperilga	3	-	Physical	0.80	0.5	25	25	Reduces elemental resistances and deals physical damage within a wide radius.
Heavy Dispelga	3	-	Physical	0.80	0.5	25	25	Removes the most recent status enhancement and deals physical damage to all targets within a wide radius.
Heavy Fogga	3	-	Physical	0.80	0.5	25	25	Disables enemy magic abilities and deals physical damage within a wide radius.
Heavy Painga	3	-	Physical	0.80	0.5	25	25	Disables a target's physical abilities and deals physical damage within a wide radius.
Heavy Cursega	3	-	Physical	0.80	0.5	25	25	Renders targets within a wide radius more vulnerable to "interruptions" when attacked. Increases Wound damage taken.
Endless Nightmare	3	-	Magic	0.35	4.5	10	15	Extends the duration of status ailments inflicted on enemies by 8 seconds.



AUTO ABILITY

NAME	INFUSIBLE	NOTES
Jinx	-	Extends the duration of a target's existing status ailments by 5 seconds once new debuffs are inflicted.

NOTES

- Some Monsters are capable of inflicting certain ailments (known as "debilitation" statuses) that Serah and Noel do not have in their repertoire. These status effects (Pain, Fog and Curse) can be incredibly useful when successfully applied to tough enemies that are susceptible to their effects.
- Unlike with Synergists, Saboteurs are capable of contributing offensively via the Wound spell when all possible debuffing options have been exhausted. Nevertheless, this is still less productive than replacing the Saboteur with an additional Commando or Ravager, unless you are employing a very specific strategy.

SENTINEL ABILITIES

ACTIVE ABILITIES

NAME	ATB COST	INFUSIBLE	DAMAGE MODIFIER	CHAIN BONUS	CUT	KEEP	NOTES
Challenge	1	✓	-	2	10	40	A refinement of Provoke, targeted at a single opponent with a 99% base chance of success and a duration of 150 seconds.
Provoke	1	✓	-	2	10	40	Attracts the attention of all enemies in range during 50 seconds, with a 45% base chance of success against each one.
Mediguard	1	✓	-	-	-	90	Reduces damage by 20% while gradually recovering HP.
Element Guard	1	✓	-	-	-	90	Reduces damage by 20%, and increases resistance to elemental damage by 33% for all allies.
Steelguard	1	✓	-	-	-	90	Reduces damage by 20%, with an additional 5% each time the Sentinel is attacked.
Entrench	1	✓	1.8	0.5	25	90	Counterattack after defending, dealing damage determined by how long the Sentinel maintained the defensive stance.
Vendetta	1	✓	1.8	0.5	25	90	Counterattack after defending, dealing +10% damage for each attack the Sentinel took.

AUTO ABILITIES

NAME	INFUSIBLE	NOTES
Deathward	✓	Boosts physical and magic resistance by 25% when HP is low. Can be improved by equipping accessories that have critical triggers (such as casting buffs), the Low HP: Power Surge synthesized ability, and equipment with the Improved Ward passive ability.
Fringeward	✓	Reduces damage to nearby allies by 35% when the Sentinel is the target of an area-effect attack.
Reprieve	-	If HP is above 30%, the Sentinel retains 1 HP after an attack that would otherwise lead to an instant KO.

NOTES

- All Sentinel abilities are categorized as physical and can be disabled by the status ailment Pain.
- The superiority of Challenge to the standard Provoke (and the fact that monsters can have significantly more HP than your human characters) means that the development of a monster Sentinel for use against foes with vicious single-target attacks is a very smart move.

MEDIC ABILITIES

ACTIVE ABILITIES

NAME	ATB COST	INFUSIBLE	CHAIN BONUS	KEEP	NOTES
Cure	1	✓	1.16	15	Restores the target's HP. Cure's actual restorative value is dependent on the Bonus Boost and Magic stat of the Medic.
Cura	2	✓	1.16	15	Restores HP to all allied targets in range.
Curasa	1	✓	1.16	15	Curasa restores more HP when a character is heavily injured, with its effects reduced as they approach full health (when Cure becomes more efficient in terms of ATB cost per HP points replenished).
Curaja	2	✓	1.16	15	Same as Curasa, but used on all allied targets in range.
Esuna	2	✓	1.16	15	Removes the target's most recently inflicted status ailment.
Esunada	3	✓	1.16	15	Removes the most recently inflicted status ailment from all allies.
Raise	3	✓	1.16	15	Revives an ally from KO. Health restoration is relatively low, so you must be ready to follow up with curative spells.
Cheer	3	-	1.16	15	Boosts the Feral Link gauge by 2%.

NOTES

- Curaja is available only to Noel. This is offset by the fact that he is a slower caster than Serah and typically has a significantly lower Magic stat.
- The monster-only Esunada spell is a vital asset against enemies with the ability to inflict status ailments on the entire party.
- The Raise spell does not heal Wound damage. When a party member has sustained a significant reduction to their maximum HP prior to a KO, using Phoenix Down is always a better choice.
- Medic monsters will default to using Cheer when no one is in need of healing. This can be put to good use when you are trying to amass Monster Crystals, especially when used in conjunction with Feral Speed passive abilities. Recharging Feral Links quickly and using them more frequently will increase the rate at which you obtain crystals. Therefore, despite their limited overall contribution to a battle, Medic monsters with offensive Feral Links can prove to be unlikely assets for the recruitment of new monster allies.

SYNERGIST ABILITIES

ACTIVE ABILITIES

NAME	ATB COST	INFUSIBLE	CHAIN BONUS	DURATION (S)	KEEP	NOTES
Bravery	2	✓	5	40	15	Raises the target's Strength by 75%. Causes all physical attacks to inflict more damage.
Bravega	3	✓	5	20	15	Raises the Strength stat for all allies by 75%.
Faith	2	✓	5	40	15	Raises the target's Magic stat by 75%. Works in the same way as Bravery, but used primarily to augment the attacking prowess of Ravager spells, healing capacity of Medics, and offer a boost to Commandos using Ruin and Ruinga.
Faithga	3	✓	5	20	15	Raises the Magic stat for all allies by 75%.
Enfire	2	✓	5	200	15	Adds a Fire attribute to a target's non-elemental attacks and increases the damage of Fire-infused Ravager abilities.
Enfrost	2	✓	5	200	15	Adds an Ice attribute to a target's non-elemental attacks and increases the damage of Ice-infused Ravager abilities.
Enthunder	2	✓	5	200	15	Adds a Lightning attribute to a target's non-elemental attacks and increases the damage of Lightning-infused Ravager abilities.
Enaero	2	✓	5	200	15	Adds a Wind attribute to a target's non-elemental attacks and increases the damage of Wind-infused Ravager abilities.
Protect	2	✓	5	180	15	Raises the target's resistance to physical attacks by 25%.
Protectga	3	✓	5	30	15	Raises resistance to physical attacks for all allies by 25%.
Shell	2	✓	5	180	15	Raises the target's resistance to magic attacks by 25%.
Shellga	3	✓	5	30	15	Raises the resistance to magic attacks for all allies by 25%.
Veil	2	✓	5	180	15	Raises the target's status ailment resistance by 50%.
Veilga	3	✓	5	30	15	Raises the resistance to status ailments for all allies by 50%.
Vigilance	2	✓	5	180	15	Decreases a target's odds of being interrupted, and reduces Wound damage sustained.
Vigilaga	3	✓	5	30	15	Decreases the odds of being interrupted, and reduces Wound damage taken for all allies.
Endless Blessings	3	-	5	-	15	Extends the duration of status enhancements by 8 seconds.

AUTO ABILITY

NAME	INFUSIBLE	NOTES
Boon	-	Extends the duration of a target's existing status enhancements by 5 seconds once new buffs are bestowed. Tactically vital, this enables you to "top-up" status enhancements regularly.

NOTES

- Serah and Noel do not have access to damage-enhancing buffs; you must rely on Synergist monsters to augment your party's offensive capabilities.
- Endless Blessings is an interesting ability that enables a Synergist monster to refresh current status enhancements on the party. It can be quite useful to extend the duration of Bravery and Faith. On the other hand, having a persistent Synergist is often not as efficient as swapping in a more offensive character and calling on the Synergist again only when necessary to reapply offensive buffs. For this reason, monsters with the Endless Blessings ability should not automatically be considered superior to those who do not possess it.

PASSIVE ABILITIES

PASSIVE ABILITY LIST

NAME	DESCRIPTION
Ally KO: *Bonus*	Offers a bonus each time an ally is KO'd.
ATB Advantage	Charges a single ATB gauge segment prior to battle.
ATB Gauge +1	Increases the ATB gauge by one segment.
ATB Rate Reduced	Reduces the rate at which the ATB gauge charges by 30%.
ATB Rate: +*X*%	Increases the rate at which the ATB gauge charges by a percentage.
Attack: ATB Charge (I or II)	Recharges the ATB gauge each time an enemy is attacked.
Augment Maintenance (I or II)	Extends the duration of offensive buffs (by 40% and 80% respectively).
Auto *Enhancement*	Casts a status enhancement at the start of a battle. These usually last 60 seconds.
Bonus CP	Doubles CP earned after battle; the monster in question must be in your active party at the conclusion of a fight for the bonus to be applied.
Chain Bonus Boost (I or II)	Boosts the Chain Bonus gained by attacking an enemy (by 1% or 2%).
Chain Bonus Lv. *X*	Increases the Chain Bonus of attacks (by 0.50%, 0.75%, 1%, 1.25% or 1.5%).
Critical: *Bonus*	Casts a status enhancement or a bonus when HP is low. These usually last 120 seconds.
Debilitation	Halves maximum HP.
Defense Maintenance	Extends the duration of defensive buffs.
Enervation	Decreases Strength and Magic.
Enhanced *Role*	Enhances a role bonus.
Feral Fatigue	Inflicts status ailments when Feral Link abilities are used.
Feral Speed (I, II, or MAX)	Increases the Feral Link gauge charge rate (by 20%, 40% and 60% respectively).
Feral Surge	Boosts all attributes when the Feral Link gauge is full.
Fettered Magic	Reduces magic damage dealt to enemies by 30%.
First Strike	Fully charges the ATB gauge prior to battle.
Fragment Energy	Increases the potency of weapons when an abundance of Fragments have been collected.
Gilfinder (I, II, or MAX)	Increases the sum of gil earned after a battle (by 30%, 50% and 100% respectively); the monster in question must be in your active party at the conclusion of a fight for the bonus to be applied.
Hindrance	Reduces physical damage dealt to enemies by 30%.
HP: +*X*%	Increases maximum HP by a percentage.
Immovable (I, II, or MAX)	Reduces the chance that actions will be interrupted by enemy attacks (by 5%, 10% and 15% respectively).
Improved *Ability*	Boosts the success rate or the efficiency of the ability concerned.
Ironstrike	Reduces ATB gauge recharge rate by 40%.
Item Collector	Increases the odds of obtaining rare items after battle; the monster in question must be in your active party at the conclusion of a fight for the bonus to be applied.

NAME	DESCRIPTION
Item Scavenger (I, II or MAX)	Increases the odds of obtaining items after battle (by 30%, 50% and 100% respectively); the monster in question must be in your active party at the conclusion of a fight for the bonus to be applied.
Jungle Law	Strength and Magic are increased by 20% against enemies with lower HP than the user, but reduced by 20% against enemies with more HP.
Kill: ATB Charge	Restores a small amount of the ATB gauge each time an enemy is defeated.
Kill: Libra	Reveals a piece of information about each defeated enemy.
Leadenstrike	Reduces the ATB gauge recharge rate by 70%.
Magic: +*X*	Increases Magic by a fixed value.
Magic: +*X*%	Increases Magic by a percentage.
Mana Link	Adjusts Strength attribute to match the Magic attribute.
Nullify *Element*	Nullifies damage of one element type.
Pack Mentality	Increases the user's Strength and Magic by 30% when all monsters in the Paradigm Pack are of the same type.
Perpetual Poison	Inflicts Poison on the user throughout each battle. This effect cannot be removed.
Power Link	Adjusts the Magic attribute to match the Strength attribute.
Pressure (I, II or MAX)	Increases the user's chance of interrupting enemy actions while attacking (by 5%, 10% and 15% respectively).
Quick Stagger	Allows instant Staggering of enemies close to their Stagger threshold.
Random: Nullify *Element*	Occasionally nullifies damage of one element type.
Rapid Recovery	Reduces the duration of status ailments by 25%.
Resilience: +*X*%	Increases all status ailment resistances by a percentage.
Resist Elements: +*X*%	Increases all elemental resistances by a percentage.
Resist: +*X*%	Increases the resistance to a damage type, elements, or a status ailment by a percentage.
Role Resonance	Increases Strength and Magic by 20% when all roles in a Paradigm are the same.
Siphon Boost (I or II)	Boosts ATB gauge recovery from Siphon abilities (by 50% or 100%).
Stagger Maintenance (I or II)	Extends the duration for which enemies remain Staggered (by 10% or 30% respectively).
Strength: +*X*	Increases Strength by a fixed value.
Strength: +*X*%	Increases Strength by a percentage.
Victory: Feral Boost	Feral Link gauge recharges by 0.4% even after obtaining a low battle rating.
Weak Spot	Increases damage inflicted by attacks that target an enemy's vulnerability by 15%.
Woundward (I, II or MAX)	Reduces Wound damage (by 20%, 40% and 70% respectively).

SYNTHESIZED ABILITIES

Synthesized abilities are enhancements that can be activated through special equipment combinations. The principle is simple: each piece of equipment in the game belongs to a (hidden) Synthesis Group. By equipping more than one item of the same group, you will trigger a synthesized ability. This enhancement will be listed under the character's passive ability list at the Status and Equip screens. Both weapons and accessories can belong to Synthesis Groups, so a character can have up to five items contributing to synthesized abilities, with a maximum of two synthesized abilities active at one time.

Other than the actual effect of a synthesized ability, three additional factors govern how useful or practical it is: the number of items required, the average capacity cost corresponding to that number, and the extent to which the items themselves complement the ability.

A thorough study of the table below, coupled with knowledge of the requisite weapons and accessories, reveals that the most useful synthesized abilities are High HP: Power Surge, Buff: Duration, Debuff: Duration, and possibly Vampiric Strike. Most others are merely perks, or of limited application unless employed in very specific circumstances.

SYNTHESIZED ABILITY LIST

SYNTHESIS GROUP	DESCRIPTION	SYNTHESIZING ITEMS			SYNTHESIZED ABILITY			
		SERAH'S WEAPONS	NOEL'S WEAPONS	ACCESSORIES	2 ITEMS	3 ITEMS	4 ITEMS	5 ITEMS
High HP: Power Surge	Increases damage dealt to enemies when HP is above 70%.	Starseeker, Wild Chorus, Izanami	Flame Fossil, Guardian's Edge, Mac an Luin	Iron Bangle, Silver Bangle, Gold Bangle	-	-	Damage +10%	Damage +25%
Low HP: Power Surge	Increases damage dealt to enemies when HP is below 30%. Maintaining low HP is risky, but can work with a powerful Sentinel.	Angel's Bow, Nagaraja	Shellbreaker, The Tower	Hero's Amulet, Saint's Amulet, Zealot's Amulet, Hermes Sandals	Damage +25%	Damage +30%	Damage +35%	Damage +45%
Buff: Duration	Extends the duration of buffs bestowed on the user.	Meteorblaze, Butterfly Bow, Eurytos's Bow	Volatile Spark, Romulus & Remus	Rune Bracelet, Witch's Bracelet	Buff: Duration: +20%	Buff: Duration: +25%	Buff: Duration: +30%	-
Buff Duration	Extends the duration of buffs cast by the user.	Faerie's Bow, Indrajit	Rune Tooth, Orochi	Magician's Mark, Shaman's Mark	Buff: Duration: +8%	Buff: Duration: +11%	Buff: Duration: +16%	Buff: Duration: +24%
Vampiric Strike	Absorbs a percentage of damage dealt to enemies as HP.	Amazon Bow, Fatal Barb	Survivor's Edge, Grasitha	Power Wristband, Brawler's Wristband	-	Damage converted to HP: 3%	Damage converted to HP: 5%	Damage converted to HP: 7%
Siphon Damage	Recharges the ATB gauge when damage is taken.	Lunar Stinger, Gandiva	Howling Soul, Blessed Blade, Fragarach	Black Belt, General's Belt	Recharges 1 ATB segment for every 1000 damage taken	Recharges 1 ATB segment for every 950 damage taken	Recharges 1 ATB segment for every 900 damage taken	-
Fire Damage	Increases Fire-based damage dealt to enemies.	-	-	Frost Ring, Ice Aegis	Fire damage +30%	-	-	-
Ice Damage	Increases Ice-based damage dealt to enemies.	-	-	Ember Ring, Fire Aegis	Ice damage +30%	-	-	-
Lightning Damage	Increases Lightning-based damage dealt to enemies.	-	-	Zephyr Ring, Wind Aegis	Lightning damage +30%	-	-	-
Wind Damage	Increases Wind-based damage dealt to enemies.	-	-	Spark Ring, Lightning Aegis	Wind damage +30%	-	-	-
Strength + Magic	Increases the Strength and Magic attributes.	Rune Feather	Avenger's Edge	Sniper's Eye	-	Strength & Magic: +10	Strength & Magic: +20	-
Damage Wall	Negates the first points of damage from physical attacks.	Fellowship Arc	Sargatanas	Twist Headband	-	-10 damage	-20 damage	-
Debuff: Duration	Reduces the duration of status ailments on the user.	Odinbolt	Odinblade	Metal Armband, Serenity Sachet, Star Pendant, Pearl Necklace, Warding Talisman, Pain Dampener, White Cape, Obsidian Choker	Debuff duration -33%	Debuff duration -50%	-	-
Improved Raise	Restores more HP when reviving an ally with Raise.	Raging Arc, Chrysalis Arc	Nomad's Machete, Vajradanda	Bloodguard, Royal Armlet, Entite Ring	Ally revives with 25% of their HP	Ally revives with 33% of their HP	Ally revives with 50% of their HP	-
Improved Cure	Restores more HP when using Cure spells.	Trollspike, Sagittarius	Blazing Spirit, Sacred Cross	Guardian Amulet, Auric Amulet, Watchman's Amulet	Restores +5% HP	Restores +8% HP	Restores +11% HP	Restores +15% HP
Improved Stagger	Increases the Stagger duration, and recharges one ATB gauge segment for every defeated enemy.	Arcus Chronica	In Paradisum	Martyr's Badge, Martyr's Emblem	Stagger duration +6 seconds	-	-	-

FERAL LINK ABILITIES

FERAL LINK LIST

FERAL LINK	MONSTER	ABILITY TYPE	MAIN EFFECT	HITS	TOTAL MODIFIER	CHARGE TIME (MM:SS)	COMMAND	
							PS3	360
1000 Needles	Cactuar	Physical	Attack (always deals 1,000 damage)	1	-	3:00	⊗	Ⓐ
Abyssal Breath	Apkallu	Magical	Wound, Deprotect, Deshell	5	1.8	1:48	□	Ⓧ
	Sahagin Prince		Wound, Deprotect, Deshell & Imperil		1.08	1:40	⊗, ⊗, ○	Ⓐ, Ⓐ, Ⓑ
Batter Up	Bucaboo	Physical	Attack	1	2.2	2:00	L, L, L, L	L, L, L, L
	Moblin						L (rotate clockwise)	L (rotate clockwise)
Bellow	Behemoth	Magical	Heal, Bravery, Protect, & Shell	1	-	2:30	⊗	Ⓐ
Biohazard Injection	Barbed Specter	Physical	Poison	1	2.2	2:30	⊗, ⊗, △, □	Ⓐ, Ⓐ, Ⓨ, Ⓧ
	Clematis						○, ○, ⊗	Ⓑ, Ⓑ, Ⓐ
	Dendrobium						⊗	Ⓐ
	Necrosis						L, L, L	L, L, L
Black Hole	Meonekton	Magical	Deprotect	5	2.2	2:00	⊗ (repeatedly)	Ⓐ (repeatedly)
Cleansing Overture	Hedge Frog, Mud Frog, Tabasco Toad	Magical	Esuna & Dispel; applies to all allies and enemies	1	-	4:25	-	-
Crippling Surge	Thermadon	Magical	Imperil, Deprotect	1	1.8	1:48	L, L, L, L	L, L, L, L
Daze	Metalligantuar	Physical	Attack & Provoke	9	2.2	2:45	L (rotate clockwise)	L (rotate clockwise)
Deathscythe	Chelicerata	Physical	Attack	4	2.4	2:30	L	L
	Pantopoda						L, L, L, ○	L, L, L, Ⓑ
Disastrous Dance	Samovira	Magical	Pain, Imperil, Slow	1	1.8	2:00	L (rotate clockwise), L (rotate counterclockwise), L (rotate clockwise)	L (rotate clockwise), L (rotate counterclockwise), L (rotate clockwise)
Diving Strike	Narasimha	Physical	Attack	1	3	2:45	L, L, L	L, L, L
Drill Bolt	Yeoman	Physical	Attack	5	3	2:45	□ (repeatedly)	Ⓧ (repeatedly)
Drill Flame	Viking	Physical	Attack & Wound	5	2.4	2:30	L, L, L, L	L, L, L, L
Drill Thrust	Fencer	Physical	Attack	5	3	2:45	L (rotate counterclockwise)	L (rotate counterclockwise)
Dual Bolt	Orion	Physical	Attack	2	3	2:45	L, L, △	L, L, Ⓨ
Elemental Overdrive	Bomb	Magical	Attack	1	2.2	2:00	L	L
	Cryohedron						L (rotate clockwise)	L (rotate clockwise)
	Debris						L, L, L, L	L, L, L, L
	Grenade						⊗ (repeatedly)	Ⓐ (repeatedly)
	Tempest						○, ○, ⊗	Ⓑ, Ⓑ, Ⓐ
Energy Wave	Pulse Soldier	Magical	Attack & Provoke	1	2.2	2:15	⊗	Ⓐ
Explosive Thrust	Exoray	Physical	Attack & Drain HP	1	2.4	2:45	L	L
	Frag Leech						L, L, L, L	L, L, L, L
	Spiranthes						⊗ (repeatedly)	Ⓐ (repeatedly)
Explosive Trigger	Testudo	Magical	Attack	1	1.5	1:30	□ (repeatedly), ○ (repeatedly)	Ⓧ (repeatedly), Ⓑ (repeatedly)
Fanatical Dance	Gahongas	Magical	Heal & Buffs (Bravery, Faith, Protect, Shell, Veil, Vigilance)	1	-	2:30	□, ○, □	Ⓧ, Ⓑ, Ⓧ
	Yakshini						L, L, L	L, L, L
Flame Cyclone	Dreadnought	Magical	Attack	4	3	2:00	□ (repeatedly), ○ (repeatedly)	Ⓧ (repeatedly), Ⓑ (repeatedly)
Fresh Breath	Kanna Kamuy	Physical	Attack	2	1.7	1:48	○, ⊗, ⊗, △	Ⓑ, Ⓐ, Ⓐ, Ⓨ
	Svarog				2.2	2:00	L, L, L	L, L, L
Friendly Fire	Circuitron	Magical	Faith, Veil, Vigilance, Enthunder	1	-	2:30	L, L	L, L
	Cloudburst		Faith, Veil, Vigilance, Enfrost				⊗, ⊗, △, ○	Ⓐ, Ⓐ, Ⓨ, Ⓑ
Giant Drop	Amanojaku	Physical	Attack	2	1.1	1:30	△	Ⓨ
	Gremlin				2.2	2:15	⊗	Ⓐ
	Imp				1.1	1:30	○, ○, △	Ⓑ, Ⓑ, Ⓨ
	Leyak				1.1	1:30	L, L, L, L	L, L, L, L
	Koboldroid Yang				2.2	2:15	⊗, ⊗, △	Ⓐ, Ⓐ, Ⓨ
	Unsaganashi				2	2:00	L, L	L, L
Goblin Rush	Gancanagh	Physical	Attack	13	2.4	2:30	L, L, L, L, △	L, L, L, L, Ⓨ
	Goblin				3	2:45	○, ⊗	Ⓑ, Ⓐ
	Munchkin				3	2:45	○, ○, ⊗	Ⓑ, Ⓑ, Ⓐ
Hateful Gouge	Don Tonberry	Physical	Debuffs (Deprotect, Imperil, Curse, Slow)	1	2.5	3:25	⊗	Ⓐ
Head Twister	Pulse Knight	Magical	Attack & Provoke	1	2.2	2:15	L	L
Heel Kick	Gandayaks	Physical	Attack	1	3	2:45	L, ○	L, Ⓑ
Hellstorm Bolt	Garuda	Physical	Attack	1	2.2	2:00	L	L
High Dive	Cannes	Magical	Attack	2	1.1	1:30	L, L	L, L
	Swampmonk				2.2	2:00	L, L, L, ⊗	L, L, L, Ⓐ
Hit-and-Run	Metallicactuar	Physical	Attack & Wound	1	2.2	2:30	L (rotate clockwise)	L (rotate clockwise)
Hop	Gigantuar	Physical	Attack	4	1.12	1:30	△, □, ⊗, ○	Ⓨ, Ⓧ, Ⓐ, Ⓑ

FERAL LINK ABILITIES (CONTINUED)

FERAL LINK	MONSTER	ABILITY TYPE	MAIN EFFECT	HITS	TOTAL MODIFIER	CHARGE TIME (MM:SS)	COMMAND	
							PS3	360
Hundred Fists	Flanbanero	Physical	Attack	19	2.66	2:45	○ (repeatedly), △	B (repeatedly), Y
	Flandit				2.66	3:00	○ (repeatedly), ⊗ (repeatedly)	B (repeatedly), A (repeatedly)
	Seeping Brie				3.04	2:45	○ (repeatedly), ⊗	B (repeatedly), A
Hyper Rescue	Flanitor	Magical	Heal	1	3	1:30	-	-
Hypnotic Dance	Cactrot	Magical	Attack & Debuffs (Fog, Pain, Curse, & Imperil)	3	1.8	3:00	-	-
	Cactuarina							
Hypnotic Star	Haguma	Magical	Attack	1	2.2	2:00	⊗, ○, ⊗, ○	A, B, A, B
Kitty Clock	Cait Sith	Physical	Attack	5	3	3:00	△, □	Y, X
	Schrodinger				2.4	3:00	⊗ (repeatedly)	A (repeatedly)
Kweh	Chocobo	Physical	Attack	5	3	3:25	○, ○, □	B, B, X
	Golden Chocobo						L, L, L, L, L, L, L, L	L, L, L, L, L, L, L, L
	Red Chocobo						L, ○, L, ○	L, B, L, B
	White Chocobo						L	L
Kweh Kweh	Black Chocobo	Magical	Attack	3	1.71	2:45	⊗ (repeatedly)	A (repeatedly)
	Blue Chocobo				2.22	3:00	L, L, L, L	L, L, L, L
	Green Chocobo				2.22	3:00	□	X
	Purple Chocobo				1.11	2:30	L, L, ○	L, L, B
	Silver Chocobo				2.82	3:00	L (rotate clockwise)	L (rotate clockwise)
Meteorite	Chichu	Physical	Attack	1	3	2:45	L, L, L	L, L, L
	Nanochu				1.5	1:30	L (rotate clockwise)	L (rotate clockwise)
Mimicking Screech	Microchu	Physical	Dispel & Buffs	4	1.8	3:25	○, ○, ⊗, △	B, B, A, Y
Missile Hatch	Scutari	Physical	Attack	4	2.2	2:00	L, L, L, L, ⊗, ⊗, ⊗, ⊗, L	L, L, L, L, A, A, A, A, L
Multicast	Ahriman	Magical	Attack	6	2	2:00	L, ○, ○	L, B, B
	Apotamkin				2.2	2:15	L, L, L, L	L, L, L, L
	Bamapama				2	2:00	L, L, L	L, L, L
	Garchimacera				2.2	2:15	⊗	A
	Fachan				1.8	1:30	L	L
	Koboldroid Yin				2.2	2:15	L, L, L, L	L, L, L, L
	Mimi				2	2:00	○, ○, ⊗, ○	B, B, A, B
	Notsugo				2.2	2:15	L, ○, ○, ○	L, B, B, B
	Rangda				2.2	2:15	L, L, L, △	L, L, L, Y
	Zwerg Metro				2.2	2:15	△, ○, ⊗ or □ (repeatedly)	Y, B, A or X (repeatedly)
	Zwerg Scandroid				2.2	2:15	L, △	L, Y
Neo Goblin Rush	Gancanagh Ace	Physical	Attack	13	1.5	1:30	△, □, ⊗, ○, L	Y, X, A, B, L
	Major Moblin				2.8	3:00	L, L, ○	L, L, B
	Munchkin Boss				3	2:45	L, L, L	L, L, L
Onrush	Grand Behemoth	Physical	Attack	1	2.8	2:30	○, ○, ⊗	B, B, A
	Zaghnal						L, L, L, ⊗	L, L, L, A
Orbital Battery	Dragoon	Physical	Attack	3	2.19	2:00	△	Y
	Lancer					2:15	L	L
Oscillating Wave	Xolotl	Magical	Attack & Provoke	3	2.22	2:15	L, L, L	L, L, L
Piercing Rain	Cactuaroni	Physical	Attack & Debuffs (various, with low chances)	10	2.2	3:00	L, L, L, L, ⊗, ⊗, L, L	L, L, L, L, A, A, L, L
Precious Prayer	Forked Cat	Magical	Heal, Protect, Shell	1	3.5	2:30	⊗, L, L	A, L, L
	Mewmao		Heal, Bravery, Faith				L (rotate clockwise)	L (rotate clockwise)
Raging Torrent	Tecatlipoca	Magical	Provoke & Debuffs (Fog, Pain, Curse, Debrave, Defaith)	1	1.8	2:00	⊗ (repeatedly)	A (repeatedly)
Refreshing Rain	Bloodfang Bass	Magical	Heal, Esuna, Regen & Veil	1	5	2:30	-	-
	Breshan Bass		Heal & Regen		2	1:15		
	Ceratoraptor		Heal, Esuna & Regen		2	1:30		
	Ceratosaur		Heal & Esuna		4	2:00		
	Chunerpeton		Heal, Esuna & Veil		4	2:00		
	Pitterpatter		Heal, Esuna, Regen & Veil		4	3:00		
	Spicoacilian		Heal & Regen		1	1:00		
Second Nailgun	Hoplite	Physical	Attack	6	3	2:45	L, L, L, L	L, L, L, L
Shell Spin	Bunkerbeast	Physical	Attack	2	2.2	2:15	L (rotate clockwise)	L (rotate clockwise)
	Calautidon						○, ○, ○, ⊗	B, B, B, A
	Lucidon						□	X
	Navidon						L, L, L, L	L, L, L, L
Shred	Albino Lobo	Physical	Attack	7	3	2:45	L, ○, L	L, B, L
	Silver Lobo				2.38	2:30	○, ○, ⊗	B, B, A
	Thexteron				1.47	1:30	L (rotate clockwise), L (rotate counterclockwise)	L (rotate clockwise), L (rotate counterclockwise)
Slurp	Caterchipillar	Physical	Attack, Fog & Pain	1	2.8	2:30	L, L, L, L	L, L, L, L
	Crawler		Attack & Deprotect				○, ○, ⊗	B, B, A
	Sarracenia		Attack & Deprotect				⊗	A

FERAL LINK ABILITIES (CONTINUED)

FERAL LINK	MONSTER	ABILITY TYPE	MAIN EFFECT	HITS	TOTAL MODIFIER	CHARGE TIME (MM:SS)	COMMAND	
							PS3	360
Sniping Thrust	Mandrake	Physical	Attack	5	3	2:45	L1, L2, ⊗	LB, LT, A
	Triffid				1.5	1:30	L2	LT
	Vespid				3	2:45	○, □, □	B, X, X
	Vespid Soldier				3	2:45	L1, L1, L2, L2	LB, LB, LT, LT
Sonic Fangs	Gorgonopsid	Physical	Attack	3	3	2:45	□, ○	X, B
	Luminous Puma				1.5	1:30	⊗ (repeatedly)	A (repeatedly)
	Mánagarmr				3	2:45	⊗, △, ⊗	A, Y, A
	Uridimmu				3	2:45	L2, L2, L2	LT, LT, LT
Spider Web	Nekton	Magical	Attack & Debuffs (Slow, Deshell, Fog, Pain)	1	2.8	2:30	⊗	A
Spinning Jump	Pink Lily	Physical	Attack & Provoke	2	2.2	2:00	L2 (rotate clockwise)	LT (rotate clockwise)
Spinning Slice	Reaver	Physical	Attack & Wound	2	1.7	2:00	L1, L2	LB, LT
Spinning Step	Vodianoi	Physical	Attack	5	2.2	2:00	○, □, ○	B, X, B
	Yaksha						L1, L1, L2, L1, L1, L2, L2	LB, LB, LT, LB, LB, LT, LT
Spirit Infusion	Buccaboo Ace	Magical	Heal, Faith, Protect & Shell	1	-	2:30	R2	RT
	Goblin Chieftain		Heal, Protect, Shell, Veil & Vigilance				△	Y
Spit	Miniflan	Physical	Attack	1	2.2	2:00	R2, R2, L2, L2	RT, RT, LT, LT
Sunder	Proto-behemoth	Physical	Attack	2	2.2	2:00	L2	LT
Tail Whip	Deathgaze	Physical	Attack	1	1.7	1:48	R2	RT
	Iliuyankas				1.7	1:48	⊗, ⊗, △	A, A, Y
	Vouivre				2.2	2:00	L1, L2, L1, L2	LB, LT, LB, LT
Terra Fantasy	Miqu'ltli	Magical	Heal, Esuna & Veil	1	6	3:25	○, L2, L2, ⊗	B, LT, LT, A
Tornado	Cliona	Magical	Attack	1	1.1	1:30	△, ○, ⊗	Y, B, A
	Pleuston				2.2	2:00	L1, R2, L1, L2	LB, RT, LB, LT
Turbo Fist	Pulse Gladiator	Physical	Attack & Provoke	7	2.2	2:15	L2 (rotate clockwise)	LT (rotate clockwise)
Twin Fists	Flanborg	Physical	Attack	5	3	2:45	○, □, ○, □, △	B, X, B, X, Y
	Flangonzola						L1, L1, L2	LB, LB, LT
	Garganzola						□, ○, △, ⊗	X, B, Y, A
	Rust Pudding						L1, L2	LB, LT
Ultimate Grudge	Tonberry	Magical	Debuffs (Fog, Curse, Dispel) & Esuna	1	1.8	3:00	R2, L2, L1, L2	RT, LT, LB, LT
Uplift	Cactuarama	Magical	Heal, Reraise & Vigilance	1	7.77	15:10	R2, L2, R2, L2, L1, L1, R2	RT, LT, RT, LT, LB, LB, RT
War Dance	Shaguma	Physical	Attack	6	3	2:45	○, ○, ⊗	B, B, A
Zantetsuken	Twilight Odin	Physical	Attack	3	2.2	4:25	L1, L1, L2, ○	LB, LB, LT, B

NOTES

- After familiarizing yourself with the fixed inputs for each Feral Link, consistently landing all the prompts successfully will become second nature to you. Even the somewhat tricky rotational inputs can be mastered with a bit of practice.
- The Synchronization percentage displayed in the upper right corner of the screen during the input phase does not influence the power of an attack or any accompanying effects. It is actually a multiplier that increases the chance that a prospective monster recruit will drop a crystal if the Feral Link deals the killing blow. Essentially, the higher the Synchronization percentage is, the better your chance will be to tame the target.
- You should always set up a full queue of commands for your leader before initiating a Feral Link ability; he or she will execute your selected actions while you are focused on the Feral Link input.
- You can use the Cheer ability (Medic), the Feral Speed I, II or MAX passive abilities, and the Hypnocrown accessory (including the Delicate and Durable versions) to increase the rate at which the Feral Link gauge fills.
- Fundamentally, there are four types of Feral Link abilities: Attack, Debuff, Buff, and Healing. Many Feral Link abilities have secondary effects (for example, a Buff Feral Link may heal the party slightly). Status effects and role Bonus Boosts improve the effects of the related Feral Link abilities.
- As with Saboteur spells, status ailments directed at enemies by Feral Links are not guaranteed to stick; they have a base chance of success that is weighed against the enemy's resistances.
- Status enhancements are typically wide-ranging but short-lived. Feral Links capable of bestowing offensive buffs should be employed just before you switch to an all-out offensive Paradigm.
- Some Feral Links offer the opportunity to invoke some status effects that would otherwise be unavailable for use by your party: Debrave, Defaith, Slow, Regen, and even Reraise. Used in conjunction with other buffs and debuffs, they are capable of shifting the momentum of a fight overwhelmingly in your favor.

TEMPORAL RIFT PUZZLES

This section reveals how to tackle the assortment of puzzles encountered in the Temporal Rift Anomalies scattered throughout the game. Resolving each Anomaly will reward you with a Fragment and a sum of Crystogen Points.

TILE TRIALS

In Tile Trials, each stage consists of an arrangement of tiles and crystals. There are two types of tile:

- **Red tiles** will disappear after you pass over them. If you stand on a red tile without moving, it will fade after three seconds. The exceptions to this are the tiles that comprise the initial path to the main part of the stage, which will remain in place for as long as you need them.
- **White tiles** can be walked over twice. The first time you pass over a white tile it will turn into a red tile – and will subsequently behave as all other red tiles do.

You will need to plan a path to traverse the tiles in a way that enables you to collect all crystals and make your way to the exit. In later stages, the crystals will sometimes warp between different locations on the grid, which makes the process of planning a route a little more complicated.

These puzzles are actually the easiest of all Temporal Rift challenges. If you refrain from stepping out onto the main stage until you have determined the correct path, you can often identify the route in advance. From there, it is merely a matter of being precise with your movements. Timing also comes into play when you face moving crystals.

We offer annotated screenshots that show the correct path for every Tile Trial in this section.

CRYSTAL BONDS

Crystal Bonds puzzles are a predominately simple exercise where you must connect a series of crystals together. Every stage features an arrangement of points that make up a Crystarium "constellation".

At the beginning of each stage, you will be shown the outline of the finished constellation. You are then required to run across the tiles and manually connect each pair of crystals. To do so, press Ⓧ/Ⓐ while the character under your control is close to a crystal and hold the button as you draw a line to the corresponding connection. Once the physical link has been established (this happens automatically on contact), the line drawn will remain visible as you move on, and both constituent crystals will disappear.

The process is complicated by the fact that you are only allowed to complete a connection if the two crystals on each end are of the same shape and color. This would not be much of a problem were it not for the fact that most crystals transform every three seconds.

There is, however, one way to stop the crystals from changing. As soon as you "grab" any crystal, the three-second window is "frozen" and you are free to run around for as long as you like without having to worry about any unexpected alterations.

Each stage is timed, so you need to make sure that your pace is not severely interrupted by crystal transformations. The early stages can be completed with plenty of time to spare. The more difficult stages, on the other hand, involve more complex constellations and frequently have gaps that will force you to take a much more circuitous route to connect crystals.

Here are some tips to refine your approach to completing each constellation as efficiently as possible:

- You can start by grabbing the crystal closest to you at the beginning of each stage. Even if the corresponding colored crystal is not available, "freezing" them enables you to plan your next connection. You can use this technique at any stage in a Crystal Bonds puzzle. If there are no plausible matches, briefly stand in place and wait for a rotation.
- Crystals tucked away in dead-end corners or across wide gaps should be handled early or late, but not midway through the stage. You should aim to spend as little time as possible on the periphery of each grid, and minimize longer journeys. Staying in the center increases the likelihood that you will be able to complete multiple connections in succession.
- Use the screenshots in this section to familiarize yourself with the different constellations, and to acquire a sense of the paths that you will need to take to complete each stage.

THE HANDS OF TIME

These "clocks" will likely be, by far, the most difficult and time-consuming puzzles you will face. Worse still, it is impossible for us to provide specific solutions, as these puzzles are randomly generated, with every layout unique to your own game. Therefore, it is essential that you understand the rules and formulate strategies to solve them as efficiently as possible.

The layout of a Hands of Time stage involves a clock with two hands and a sequence of anything from five to thirteen numbers. Each number represents a "switch" position for the hands. To start the puzzle, select any position and press Ⓧ/Ⓐ while standing over it to activate that switch.

When a switch is activated, the hands reset to that position before separating to move the number of positions denoted by that switch in either direction. The original number switch is erased from the clock, rendering that position unusable. The hands will then point to the next available switches or switch. Once the next switch has been chosen, the process is repeated.

To solve the puzzle, you must erase every number from the clock. Therefore, the goal is to determine a "path" that involves each position once only. If both hands point to empty (previously activated) switch positions, press Ⓡ/Ⓧ to retry the puzzle.

THE HANDS OF TIME (CONTINUED)

Here are some general tips to help you solve these puzzles, regardless of size:

- A switch with a number value that is half the size of the clock (for instance, a "4" in an 8-position clock) will only have one possible "next step," as both hands will point to the position directly across from that switch. You can use this to plan your path before and after that particular step.
- You can also use this tactic to plan a path around two switches of the same value that are separated by that specific value. For example, with a pair of "3" switches that are three positions apart, you know that by going from one 3 to the other, you will now also be able to plot the next step, because only one possibility remains after activating the second switch.
- In large clocks, eliminating low-value switches early will break the puzzle down into what is essentially a smaller clock with discontinuities, which is nevertheless easier to visualize and work with.
- A time limit is enforced on some, but not all, clock puzzles. The puzzles that are not timed will be fixed upon generation. The puzzles that are timed, on the other hand, will change every time you retry. If you have a pen and paper nearby (or a digital camera), it may be less stressful to write down the timed puzzles and pause the game while you work them out by hand. Once you have found a solution, you can then resume the game to implement the correct path.
- Don't spend too much time thinking at first. Start the puzzle and erase a few numbers, then slow down and try to work out the rest of the path once you have fewer switches to worry about.

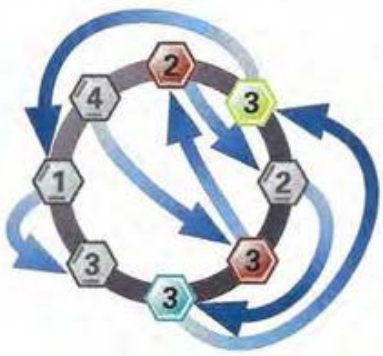
While solutions to the smaller clocks tend to be simple and do not require much effort, the task of trying to immediately visualize a clear path from start to finish for the larger clocks can be toilsome. There is a brute-force method that will enable you to systematically deduce individual steps of a path by working backwards, allowing you to minimize the amount of guesswork that you employ. Using this system will likely take more time than you are given for some of the larger clocks, but you may find it preferable to pause the game and guarantee that you will complete the stage on the first try, rather than risk potential failure and be forced to retry on a newly generated clock.

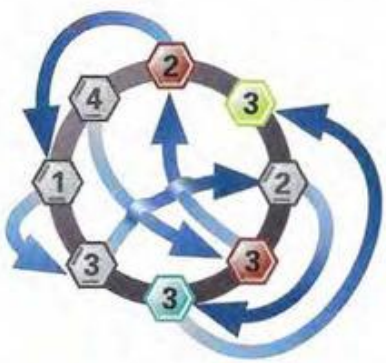
The core principle is to take every position on the clock and determine how many other positions can "lead into" that one. By doing this, you will incrementally be able to ascertain how a solution will involve any individual switch. As you fill in specific steps of the path, the number of possibilities for the remaining steps will decrease accordingly.

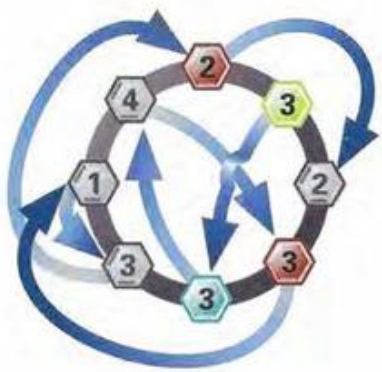
It may be best to consider a sample problem to see how this method can be used to solve a puzzle. Consider the following example clock, transcribed from the game:

- First, we must find a position with only one possible "lead-in" step. In this problem, we will consider **3**. If you start from that position and count to either side, you will see that your count matches the number on the clock in only one position: **4**. Therefore, you now know that one step of the solution must be **4 ➡ 3**.
- If we now try to do the same thing with **4**, we see that it has two possible lead-ins: **1** and 3. We do not know for sure which is the correct one at this point, so we move on to another position.
- Let us now consider 3. If we perform our counts, we see that its only possible lead-in is 3. Now we know the step: 3 ➡ 3.
- Now look at **3**. Its only possible lead-in is **1**: **1 ➡ 3**.
- If we look back at **4**, we can see that we have actually eliminated both of its possible lead-ins in the previous two steps. This means that in this particular solution, as we have plotted it, there is no position that can lead into **4**. Therefore, **4** must be the starting switch. Once again, it is important to note that this is a characteristic of this specific solution. Because multiple solutions exist, **4** may very well not be the starting switch if we had calculated individual steps in a different order.
- Now that we have established a starting position, we know that every other position must have a lead-in. If we return to 3 and perform our count, we see that there are two possible lead-ins: **2** and 3. We know that 3 leads to 3, so 3 cannot lead back to 3, and now we are left with: **2 ➡ 3**.
- At this point, we are left with three positions for which we require lead-ins: **1**, **2**, and **2**. If you check these positions, however, you will see that all of them have multiple possibilities. At this point, we can no longer use the "lead-in" method, and the most efficient way to proceed is to do some good old guessing. Still, we have already solved half the steps, and figuring out the rest will not take much more time.

To show that multiple solutions are indeed possible, here are two equally valid solutions that build on the foundation laid in the discussion above, and, as a bonus, yet another valid solution that uses a different path entirely:







BRESHA RUINS (005 AF)

TEMPORAL RIFT – TILE TRIAL

Location: You will find this puzzle as you approach the control device for Atlas in the tunnels to the north of the map.
Reward: Delicate Crystal Fragment

Stage 1

Stage 2

Stage 3

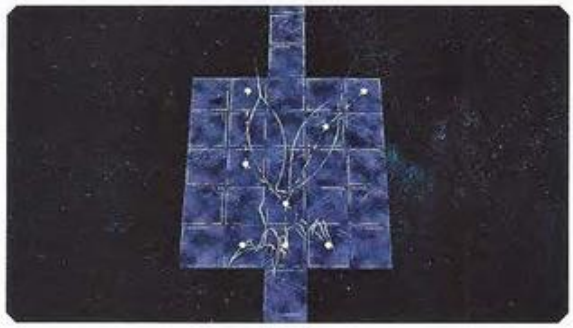
TEMPORAL RIFT #1 – CRYSTAL BONDS

Location: Directly ahead from the entrance Gate along the main street.
Reward: Time's Stardust Fragment

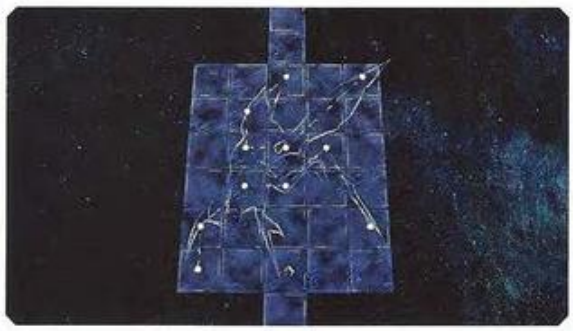
Stage 1

TEMPORAL RIFT #2 – CRYSTAL BONDS

Location: Northern end of the village square.
Reward: Time's Shell Fragment



Stage 1



Stage 2

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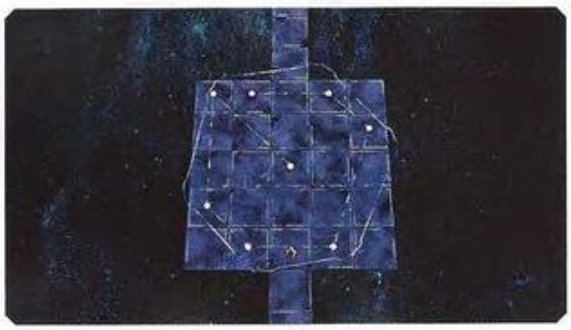
TEMPORAL RIFT #3 – CRYSTAL BONDS

Location: On the stairs at the western end of the map.
Reward: Time's Coral Fragment

Stage 1



Stage 2

Stage 3

YASCHAS MASSIF (100 AF)

TEMPORAL RIFT #1 – THE HANDS OF TIME

Location: Blocks the lone Crystal Gate on the map.
Reward: Book of Valhalla Fragment

STAGE	1	2	3	4
Switches	6	8	10	12
Time (s)	60	-	80	-

TEMPORAL RIFT #2 – THE HANDS OF TIME

Location: On the west side of the Archaeopolis.
Reward: Book of Shambala Fragment

STAGE	1	2	3
Switches	10	10	10

YASCHAS MASSIF (110 AF)

TEMPORAL RIFT – THE HANDS OF TIME

Location: In the southwest clearing of the Pass of Paddra.
Reward: Book of Avalon Fragment

STAGE	1	2	3	4
Switches	5	7	9	11
Time (s)	40	50	70	90

BRESHA RUINS (300 AF)

TEMPORAL RIFT – TILE TRIAL

Location: In the room with the control device for Atlas.
Reward: Control Device Password 2 Fragment

Stage 1

Stage 2

Stage 3

OERBA (300 AF)

TEMPORAL RIFT #1 – THE HANDS OF TIME

Location: Northwest corner of Village Proper.
Reward: Spinning Moonstone Fragment

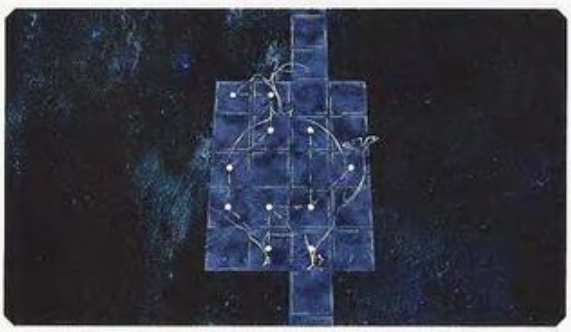
STAGE	1	2
Switches	5	6

TEMPORAL RIFT #2 – CRYSTAL BONDS

Location: Directly behind the entrance Gate.
Reward: Sparkling Runestone Fragment

Stage 1

Stage 2



Stage 3

TEMPORAL RIFT #3 – TILE TRIAL

Location: This is visible at the top of the stairs down to the beachfront.
Reward: Astonishing Limestone Fragment

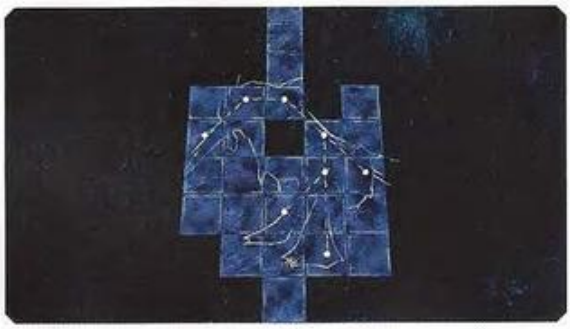
Stage 1

Stage 2

TEMPORAL RIFT #4 – CRYSTAL BONDS

Location: From Rift #2, go up the nearby stairs and around the back of the building.
Reward: Thrilling Milestone Fragment

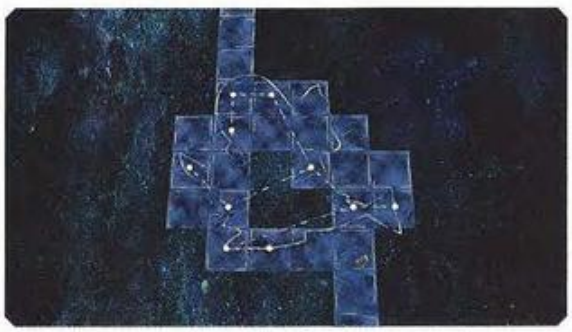
Stage 1



Stage 2

Stage 3

Stage 4



Stage 5

TEMPORAL RIFT #5 – THE HANDS OF TIME

Location: From Rift #1, head down the stairs and go around to head down another flight of stairs. Use a Moogle Hunt when you've reached the bottom.
Reward: Lovely Starstone Fragment

STAGE	1	2
Switches	8	12
Time (s)	60	80

TEMPORAL RIFT #6 – TILE TRIAL

Location: Head down onto the Ashensend and use a Moogle Hunt at the bottom of the stairs.
Reward: Bubbly Stone Fragment

Stage 1

Stage 2

Stage 3

TEMPORAL RIFT #7 – THE HANDS OF TIME

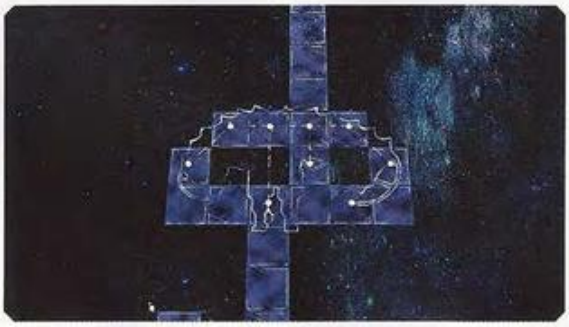
Location: Appears in front of the Crystal Gate once you have solved the other Rifts in this area.
Reward: Scorching Firestone Fragment

STAGE	1	2	3
Switches	7	8	9

TEMPORAL RIFT #8 – CRYSTAL BONDS

Location: At the north end of the main road running through the center of Village Proper.
Reward: Dewy Bloodstone Fragment

Stage 1



Stage 2

Stage 3

Stage 4

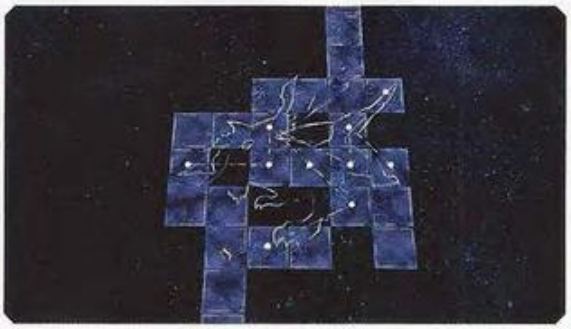
TEMPORAL RIFT #9 – CRYSTAL BONDS

Location: Appears at the end of the far southern path after completing Rift #8.
Reward: Mossy Rosetta Stone Fragment

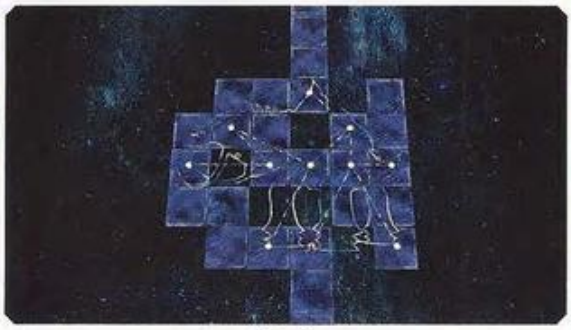
Stage 1

Stage 2

Stage 3



Stage 4



Stage 5*

* This is perhaps the hardest Crystal Bonds stage. One thing you can do to maximize your chances of finishing in time is to keep an eye on the two "front legs". When the colors align for both connections, you should prioritize completing both of these immediately. Start with one of the middle crystals and circle around to connect it to the corresponding "foot," then quickly grab the other "foot" crystal and make your way back to the middle. This way, you will only have to make one trip all the way around to the feet.

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TEMPORAL RIFT #1 – CRYSTAL BONDS

Location: By the tower in Village Proper.
Reward: Bittersweet Chiffon Fragment

Stage 1

Stage 2

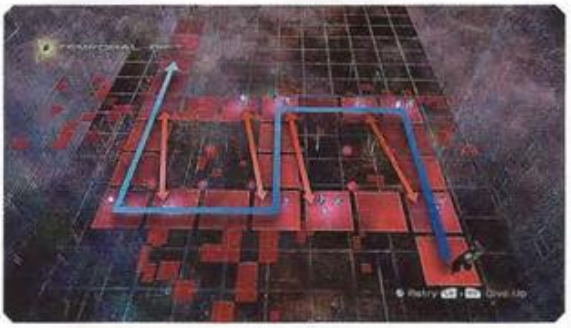
Stage 3

Stage 4

TEMPORAL RIFT #2 – TILE TRIAL

Location: In the south of Village Proper, close to the billboard.
Reward: Tremulous Muffin Fragment

Stage 1



Stage 2

TEMPORAL RIFT #3 – THE HANDS OF TIME

Location: On the beach, in the water.
Reward: Beloved Cinnamon Fragment

STAGE	1	2	3
Switches	8	9	10

Stage 5

TEMPORAL RIFT #4 – CRYSTAL BONDS

Location: From the village square, head down toward the waterfront. Move east past the stairs down to the beach. It's a little way past the steps.
Reward: Selfish Pancake Fragment

Stage 1

Stage 2

Stage 3

Stage 4

TEMPORAL RIFT #5 – TILE TRIAL

Location: From the entrance Gate, head straight forward. It's near the tree ahead.
Reward: Farewell Madeleine Fragment

Stage 1

Stage 2*

Stage 3

* The exit can be down either path.

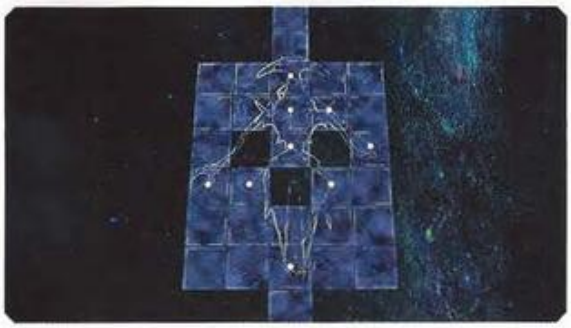
TEMPORAL RIFT #6 – THE HANDS OF TIME

Location: Use a Moogle Hunt on the roof of the schoolhouse.
Reward: Teatime Mont Blanc Fragment

STAGE	1	2	3
Switches	10	11	12
Time (s)	70	80	90

TEMPORAL RIFT #7 – CRYSTAL BONDS

Location: Use a Moogle Hunt on the first floor of the two-story building in the village square.
Reward: Dishonest Mille-feuille Fragment



Stage 1

Stage 4

Stage 2

Stage 5

Stage 3

Stage 6*

* This is a very hard Crystal Bonds stage. One thing you can do to maximize your chances of finishing in time is to keep an eye on the two "right-hand legs". When the colors align for both connections, you should prioritize completing both of these immediately. Start with one of the middle crystals and circle around to connect it to the corresponding "foot", then quickly grab the other "foot" crystal and make your way back to the middle. This way, you will only have to make one trip all the way around to the feet.

TEMPORAL RIFT #8 – THE HANDS OF TIME

Location: On the beach, right next to the steps.
Reward: Pink Parfait Fragment

STAGE	1	2	3	4	5	6
Switches	5	7	9	11	12	13
Time (s)	50	-	70	-	90	-

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INVENTORY

Every item you equip is a tactical choice that will influence (and, on occasion, even directly determine) the outcome of each battle. This chapter provides complete inventory lists and statistics, including item information that is normally hidden from the player. By making more informed selections, you can fashion custom combinations that strengthen your characters and create new strategic possibilities.

SERAH'S WEAPONS

WEAPON LIST

NAME	STRENGTH	MAGIC	PASSIVE ABILITY	SYNTHESIS GROUP	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Starseeker	4	4	-	High HP: Power Surge	-	-	150	Starting weapon
Meteorblaze	13	16	-	Buff: Duration	-	960	480	Chocolina, Bresha Ruins (005 AF)
Lunar Stinger	23	34	-	Siphon Damage	-	2,000	1,000	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Raging Arc	45	63	-	Improved Raise	-	4,500	2,250	Chocolina, Academia (400 AF)
Izanami	88	110	-	High HP: Power Surge	-	12,000	6,000	Chocolina, Academia (500 AF)
Amazon Bow	15	20	Chain Bonus Lv. 1	Vampiric Strike	Shattered Bone (x2)	780	390	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Fellowship Arc	26	40	Chain Bonus Lv. 2	Damage Wall	Begrimed Claw (x3), Abominable Wing (x1)	1,520	760	Chocolina, Academia (400 AF)
Trollspike	35	54	Chain Bonus Lv. 3	Improved Cure	Mutant Extract (x3)	2,280	1,140	Chocolina, A Dying World (700 AF)
Fatal Barb	54	76	Chain Bonus Lv. 4	Vampiric Strike	Spined Horn (x3), Superconductor (x2)	5,200	2,600	Chocolina, Academia (500 AF)
Gandiva	72	120	Chain Bonus Lv. 5	Siphon Damage	-	-	25,000	Ochu (rare drop: 5%)
Faerie's Bow	12	15	ATB Rate: +25%	Buff Duration	Moistened Scale (x2)	780	390	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Rune Feather	23	32	ATB Rate: +30%	Strength + Magic	Tear of Woe (x3), Abominable Wing (x1)	1,520	760	Chocolina, Academia (400 AF)
Angel's Bow	26	40	ATB Rate: +35%	Low HP: Power Surge	Segmented Carapace (x3)	2,280	1,140	Chocolina, A Dying World (700 AF)
Eurytos's Bow	40	60	ATB Rate: +40%	Buff: Duration	Starblossom Seed, Superconductor (x2)	5,200	2,600	Chocolina, Academia (500 AF)
Indrajit	64	80	ATB Rate: +50%	Buff Duration	-	-	25,000	Immortal (common drop: 10%)
Butterfly Bow	40	40	Attack: ATB Charge II	Buff: Duration	-	-	1,000	Treasure sphere in Bresha Ruins (005 AF)
Wild Chorus	1	1	Strength: +35%	High HP: Power Surge	-	-	2,000	Treasure sphere in Oerba (400 AF)
Chrysalis Arc	50	50	Quick Stagger	Improved Raise	-	-	3,000	Treasure sphere in Bresha Ruins (100 AF)
Nagaraja	1	1	Mana Link	Low HP: Power Surge	-	-	5,000	Chocobo race reward, Kalavinka Classic
Sagittarius	115	160	ATB Gauge: +1	Improved Cure	Izanami (x1), Trapezohedron (x2), Phoenix Blood (x1)	80,000	40,000	Chocolina, post-story
Arcus Chronica	140	200	-	Improved Stagger	Gandiva (x1), Indrajit (x1), Adamantite (x2)	150,000	75,000	Chocolina, post-story
Odinbolt	40*	40*	Fragment Energy	Debuff: Duration	Chaos Crystal Fragment: see page 117.	-	0	Academia (4XX AF) after you purchase the Chaos Crystal from Serendipity: see page 149.

* Odinbolt's attributes scale with the number of Fragments you collect. The basic Strength and Magic attributes are 40. A bonus corresponding to the percentage of Fragments you have collected is then added (30 extra points if you have collected 30% of the 160 possible Fragments). You get an additional bonus of 80 by acquiring all 160 Fragments: this brings the weapon's attributes (Strength and Magic) to 40 + 100 (100% of the Fragments) + 80 = 220, making Odinbolt Serah's most powerful weapon at that point.

Weapon Analysis:

- As it can be acquired for free early in Episode 3, the Butterfly Bow is an excellent choice until better options are available.
- Vampiric Strike is an interesting synthesized ability that you can access early by purchasing the Amazon Bow, and later with Fatal Barb. The drawback is that it forces Serah to use Strength-boosting accessories which, given her natural stat progression, may not be ideal.
- Though it has no special passive ability, Izanami is still a great buy, granting you good stat bonuses and a useful synthesized ability. If you have the accessory capacity, simply equip as many Delicate Iron Bangles as you can to invoke High HP: Power Surge.
- Also available at around the same time is Eurytos's Bow, which is perhaps even better. It offers a significant bonus to ATB rate and the Buff: Duration synthesized ability, which increases the duration of buffs cast on Serah. You will need to farm for materials from the Yeoman and either Bamapama or Mimi enemy types, but it may be worth your time to do so.
- You should aim to defeat Ochu and Immortal as soon as possible to obtain Gandiva and Indrajit, which are probably two of Serah's most useful post-story weapons. If you do not want to spend time farming to obtain Eurytos's Bow, you can simply wait to acquire an Indrajit instead – though its synthesized ability is less useful.
- For those looking to employ a Strength-based Serah, consider equipping either the Wild Chorus or the Nagaraja, along with Strength-boosting accessories.

NOEL'S WEAPONS

WEAPON LIST

NAME	STRENGTH	MAGIC	PASSIVE ABILITY	SYNTHESIS GROUP	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Flame Fossil	4	4	-	High HP: Power Surge	-	-	150	Starting weapon
Howling Soul	16	13	-	Siphon Damage	-	960	480	Chocolina, Bresha Ruins (005 AF)
Volatile Spark	34	23	-	Buff: Duration	-	2,000	1,000	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Blazing Spirit	63	45	-	Improved Cure	-	4,500	2,250	Chocolina, Academia (400 AF)
Vajradanda	110	88	-	Improved Raise	-	12,000	6,000	Chocolina, Academia (500 AF)
Survivor's Edge	20	15	Chain Bonus Lv. 1	Vampiric Strike	Shattered Bone (x2)	780	390	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Avenger's Edge	40	26	Chain Bonus Lv. 2	Strength + Magic	Begrimed Claw (x3), Abominable Wing (x1)	1,520	760	Chocolina, Academia (400 AF)
Shellbreaker	54	35	Chain Bonus Lv. 3	Low HP: Power Surge	Mutant Extract (x3)	2,280	1,140	Chocolina, A Dying World (700 AF)
Fragarach	76	54	Chain Bonus Lv. 4	Siphon Damage	Spined Horn (x3), Superconductor (x2)	5,200	2,600	Chocolina, Academia (500 AF)
Grasitha	120	72	Chain Bonus Lv. 5	Vampiric Strike	-	-	25,000	Ochu (common drop: 10%)
Rune Tooth	15	12	ATB Rate: +25%	Buff Duration	Moistened Scale (x2)	780	390	Chocolina, Sunleth Waterscape (300 AF) or Yaschas Massif (010 AF)
Sargatanas	32	23	ATB Rate: +30%	Damage Wall	Tear of Woe (x3), Abominable Wing (x1)	1,520	760	Chocolina, Academia (400 AF)
Nomad's Machete	40	26	ATB Rate: +35%	Improved Raise	Segmented Carapace (x3)	2,280	1,140	Chocolina, A Dying World (700 AF)
Orochi	50	40	ATB Rate: +40%	Buff Duration	Starblossom Seed, Superconductor (x2)	5,200	2,600	Chocolina, Academia (500 AF)
Romulus & Remus	80	64	ATB Rate: +50%	Buff: Duration	-	-	25,000	Immortal (rare drop: 5%)
Guardian's Edge	40	40	Critical: Shield II	High HP: Power Surge	-	-	1,000	Treasure sphere in Archylte Steppe (??? AF)
Blessed Blade	1	1	Magic: +35%	Siphon Damage	-	-	2,000	Treasure sphere in Yaschas Massif (100 AF)
Sacred Cross	50	50	Ally KO: Power Surge II	Improved Cure	-	-	3,000	Treasure sphere in A Dying World (700 AF)
The Tower	1	1	Power Link	Low HP: Power Surge	-	-	5,000	Chocobo race reward, Proudclad Classic
Mac an Luin	160	115	ATB Gauge: +1	High HP: Power Surge	Vajradanda (x1), Trapezohedron (x2), Phoenix Blood (x1)	80,000	40,000	Chocolina, post-story
In Paradisum	200	140	-	Improved Stagger	Grasitha (x1), Romulus & Remus (x1), Adamantite (x2)	150,000	75,000	Chocolina, post-story
Odinblade	40*	40*	Fragment Energy	Debuff: Duration	Chaos Crystal Fragment: see page 117.	-	0	Academia (4XX AF) after you purchase the Chaos Crystal from Serendipity: see page 149.

* Odinblade's attributes scale with the number of Fragments you collect. The basic Strength and Magic attributes are 40. A bonus corresponding to the percentage of Fragments you have collected is then added (30 extra points if you have collected 30% of the 160 possible Fragments). You get an additional bonus of 80 by acquiring all 160 Fragments: this brings the weapon's attributes (Strength and Magic) to 40 + 100 (100% of the Fragments) + 80 = 220, making Odinblade Noel's most powerful weapon at that point.

Weapon Analysis:

- Volatile Spark is an early weapon with a synthesized ability that can be put to good use. Buff: Duration is critical for extending the short duration of offensive status enhancements such as Bravery and Faith.
- As with Serah, Noel's Chain Bonus Lv. 1 weapon, Survivor's Edge, grants access to the Vampiric Strike synthesized ability. The Strength-boosting accessories required to activate it are naturally complementary to Noel's natural stats.
- Aim to defeat Ochu and Immortal as soon as possible to obtain Grasitha and Romulus & Remus, which are probably two of Noel's most useful post-story weapons. In addition to the amazing passive abilities these weapons provide, they also offer the Vampiric Strike and Buff: Duration synthesized abilities respectively. For post-story challenges, when you will likely have increased accessory capacity to enhance the effects of synthesized abilities, these benefits tend to become even greater.
- Mac an Luin has great stat boosts, provides an extra ATB segment, and, combined with four Delicate Iron Bangles, will allow Noel to inflict 25% more damage at high HP. Noel's naturally high health, combined with the additional +32% that the four accessories provide, makes this an excellent late post-story setup for augmenting his innate raw power and resilience.
- For those looking to use a Magic-based Noel, consider equipping either the Blessed Blade or The Tower with Magic-boosting accessories.

ACCESSORY LIST

NAME	PASSIVE ABILITY	SYNTHESIS GROUP	CAPACITY	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Iron Bangle	HP: +10%	High HP: Power Surge	30	-	300	150	Treasure sphere, New Bodhum (003 AF); Chocolina, Bresha Ruins (005 AF); Pulsework Soldier (rare drop: 5%)
Delicate Iron Bangle	HP: +8%	High HP: Power Surge	25	Iron Bangle (x1), Cie'th Tear (x2)	450	225	Chocolina, Yaschas Massif (010 AF)
Durable Iron Bangle	HP: +12%	High HP: Power Surge	35	Iron Bangle (x1), Molted Tail (x2)	150	75	Chocolina, Yaschas Massif (010 AF)
Silver Bangle	HP: +16%	High HP: Power Surge	45	Molted Tail (x1)	500	250	Treasure sphere, Sunleth Waterscape (300 AF); Chocolina (Special), Yaschas Massif (010 AF); Chocobo race reward (Behemoth Special); Weakened Atlas (rare drop: 5%)
Delicate Silver Bangle	HP: +13%	High HP: Power Surge	40	Silver Bangle (x1), Cie'th Tear (x2)	750	375	Chocolina, Academia (400 AF)
Durable Silver Bangle	HP: +18%	High HP: Power Surge	50	Silver Bangle (x1), Monstrous Fang (x2)	250	125	Chocolina, Academia (400 AF)
Gold Bangle	HP: +25%	High HP: Power Surge	60	-	-	2,100	Treasure sphere, Academia (500 AF); Deathgaze (rare drop: 5%); Unweakened Atlas (rare drop: 5%); Geiseric (rare drop: 5%)
Delicate Gold Bangle	HP: +23%	High HP: Power Surge	55	Gold Bangle (x1), Tear of Woe (x1)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Gold Bangle	HP: +30%	High HP: Power Surge	65	Gold Bangle (x1), Abyssal Scale (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Power Wristband	Strength: +10%	Vampiric Strike	30	-	1,000	500	Treasure sphere, Oerba (200 AF); Chocolina, Yaschas Massif (010 AF); Gogmagog (rare drop: 5%); Gorgonopsid (rare drop: 5%)
Delicate Power Wristband	Strength: +8%	Vampiric Strike	25	Power Wristband (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Oerba (200 AF)
Durable Power Wristband	Strength: +12%	Vampiric Strike	35	Power Wristband (x1), Begrimed Claw (x2)	500	250	Chocolina, Oerba (200 AF)
Brawler's Wristband	Strength: +16%	Vampiric Strike	45	Spined Horn (x1)	4,000	2,000	Treasure sphere, Academia (500 AF); Chocolina (Special), Episode 6, Yaschas Massif (01X AF)
Delicate Brawler's Wristband	Strength: +14%	Vampiric Strike	40	Brawler's Wristband (x1), Tear of Woe (x1)	6,000	3,000	Chocolina, Academia (500 AF)
Durable Brawler's Wristband	Strength: +20%	Vampiric Strike	50	Brawler's Wristband (x1), Sinister Fang (x2)	2,000	1,000	Chocolina, Academia (500 AF)
Kaiser Knuckles	Strength: +40, Chain Bonus Lv. 1, ATB Rate: +5%	-	75	-	-	6,000	Treasure sphere, Academia (400 AF); Proto-behemoth (rare drop: 5%)
Durable Kaiser Knuckles	Strength: +60, Chain Bonus Lv. 1, ATB Rate: +8%	-	100	Kaiser Knuckles (x1), Sinister Fang (x5)	18,000	9,000	Chocolina (Special), Episode 6, Yaschas Massif (01X AF)
Magician's Mark	Magic: +10%	Buff Duration	30	-	1,000	500	Treasure sphere, Oerba (200 AF); Chocolina, Yaschas Massif (010 AF); Paradox Alpha (rare drop: 5%)
Delicate Magician's Mark	Magic: +8%	Buff Duration	25	Magician's Mark (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Oerba (200 AF)
Durable Magician's Mark	Magic: +12%	Buff Duration	35	Magician's Mark (x1), Tear of Woe (x1)	500	250	Chocolina, Oerba (200 AF)
Shaman's Mark	Magic: +16%	Buff Duration	45	Starblossom Seed (x1)	4,000	2,000	Treasure sphere, Academia (500 AF); Chocolina (Special), Episode 6, Yaschas Massif (01X AF)
Delicate Shaman's Mark	Magic: +14%	Buff Duration	40	Shaman's Mark (x1), Tear of Woe (x1)	6,000	3,000	Chocolina, Academia (500 AF)
Durable Shaman's Mark	Magic: +20%	Buff Duration	50	Shaman's Mark (x1), Fractal Pot (x2)	2,000	1,000	Chocolina, Academia (500 AF)
Magistral Crest	Magic: +40, Chain Bonus Lv. 1, ATB Rate: +10%	-	75	-	-	6,000	Treasure sphere, Augusta Tower (200 AF); Apkallu (rare drop: 5%)
Durable Magistral Crest	Magic: +60, Chain Bonus Lv. 1, ATB Rate: +15%	-	100	Magistral Crest (x1), Fractal Pot (x5)	18,000	9,000	Chocolina (Special), Episode 6, Yaschas Massif (01X AF)
Black Belt	Resist Physical: +15%	Siphon Damage	40	-	500	250	Treasure sphere, Bresha Ruins (005 AF); Chocolina, Bresha Ruins (005 AF)
Delicate Black Belt	Resist Physical: +11%	Siphon Damage	30	Black Belt (x1), Cie'th Tear (x2)	750	375	Chocolina, Yaschas Massif (010 AF)
Durable Black Belt	Resist Physical: +19%	Siphon Damage	45	Black Belt (x1), Shattered Bone (x2)	250	125	Chocolina, Yaschas Massif (010 AF)
General's Belt	Resist Physical: +26%	Siphon Damage	60	Durable Black Belt (x1), Thickened Hide (x2), Radial Bearing (x2)	1,800	900	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Delicate General's Belt	Resist Physical: +21%	Siphon Damage	55	General's Belt (x1), Tear of Woe (x2)	2,700	1,350	Chocolina, Academia (4XX AF)
Durable General's Belt	Resist Physical: +36%	Siphon Damage	70	General's Belt (x1), Spined Horn (x2)	900	450	Chocolina, Academia (4XX AF)
Rune Bracelet	Resist Magic: +15%	Buff: Duration	40	-	500	250	Treasure sphere & Chocolina, Bresha Ruins (005 AF)
Delicate Rune Bracelet	Resist Magic: +11%	Buff: Duration	30	Rune Bracelet (x1), Cie'th Tear (x2)	750	375	Chocolina, Yaschas Massif (010 AF)
Durable Rune Bracelet	Resist Magic: +19%	Buff: Duration	45	Rune Bracelet (x1), Moistened Scale (x2)	250	125	Chocolina, Yaschas Massif (010 AF)
Witch's Bracelet	Resist Magic: +26%	Buff: Duration	60	Durable Rune Bracelet (x1), Thickened Hide (x2), Pot Shard (x2)	1,800	900	Chocolina (Special), Episode 5, Bresha Ruins (005 AF); Chocobo race reward (Nautilus Derby)
Delicate Witch's Bracelet	Resist Magic: +21%	Buff: Duration	55	Witch's Bracelet (x1), Tear of Woe (x2)	2,700	1,350	Chocolina, Academia (4XX AF)
Durable Witch's Bracelet	Resist Magic: +36%	Buff: Duration	70	Witch's Bracelet (x1), Starblossom Seed (x2)	900	450	Chocolina, Academia (4XX AF)

ACCESSORY LIST (CONTINUED)

NAME	PASSIVE ABILITY	SYNTHESIS GROUP	CAPACITY	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Royal Armlet	Resist Damage: +15%, Strength & Magic : -10%	Improved Raise	65	-	5,000	2,500	Treasure sphere, Academia (500 AF); Raspatil (rare drop: 5%); Major Moblin (rare drop: 5%)
Delicate Royal Armlet	Resist Damage: +10%, Strength & Magic : -7%	Improved Raise	50	Royal Armlet (x1), Tear of Woe (x2)	2,500	1,250	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Durable Royal Armlet	Resist Damage: +20%, Strength & Magic : -13%	Improved Raise	75	Royal Armlet (x1), Abyssal Scale (x4)	7,500	3,750	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Ember Ring	Resist Fire: +33%	Ice Damage	55	-	1,000	500	Treasure sphere & Chocolina, Sunleth Waterscape (300 AF)
Delicate Ember Ring	Resist Fire: +29%	Ice Damage	50	Ember Ring (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Archylte Steppe (??? AF)
Durable Ember Ring	Resist Fire: +39%	Ice Damage	60	Ember Ring (x1), Enigmatic Fluid (x2)	500	250	Chocolina, Archylte Steppe (??? AF)
Blaze Ring	Resist Fire: +45%	Ice Damage	70	Durable Ember Ring (x1), Chronomist (x1), Scaled Wing (x1)	4,200	2,100	Chocolina (Special), Episode 5, Sunleth Waterscape (300 AF)
Delicate Blaze Ring	Resist Fire: +40%	Ice Damage	65	Blaze Ring (x1), Tear of Woe (x2)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Blaze Ring	Resist Fire: +53%	Ice Damage	75	Blaze Ring (x1), Thrust Bearing (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Frost Ring	Resist Ice: +33%	Fire Damage	55	-	1,000	500	Treasure sphere & Chocolina, Sunleth Waterscape (300 AF)
Delicate Frost Ring	Resist Ice: +29%	Fire Damage	50	Frost Ring (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Archylte Steppe (??? AF)
Durable Frost Ring	Resist Ice: +39%	Fire Damage	60	Frost Ring (x1), Enigmatic Fluid (x2)	500	250	Chocolina, Archylte Steppe (??? AF)
Icicle Ring	Resist Ice: +45%	Fire Damage	70	Durable Frost Ring (x1), Chronomist (x1), Scaled Wing (x1)	4,200	2,100	Chocolina (Special), Episode 5, Sunleth Waterscape (300 AF)
Delicate Icicle Ring	Resist Ice: +40%	Fire Damage	65	Icicle Ring (x1), Tear of Woe (x1)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Icicle Ring	Resist Ice: +53%	Fire Damage	75	Icicle Ring (x1), Thrust Bearing (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Spark Ring	Resist Lightning: +33%	Wind Damage	55	-	1,000	500	Treasure sphere & Chocolina, Sunleth Waterscape (300 AF)
Delicate Spark Ring	Resist Lightning: +29%	Wind Damage	50	Spark Ring (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Augusta Tower (200 AF)
Durable Spark Ring	Resist Lightning: +39%	Wind Damage	60	Spark Ring (x1), Enigmatic Fluid (x2)	500	250	Chocolina, Augusta Tower (200 AF)
Fulmen Ring	Resist Lightning: +45%	Wind Damage	70	Durable Spark Ring (x1), Chronomist (x1), Scaled Wing (x1)	4,200	2,100	Chocolina (Special), Episode 5, Sunleth Waterscape (300 AF)
Delicate Fulmen Ring	Resist Lightning: +40%	Wind Damage	65	Fulmen Ring (x1), Tear of Woe (x1)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Fulmen Ring	Resist Lightning: +53%	Wind Damage	75	Fulmen Ring (x1), Thrust Bearing (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Zephyr Ring	Resist Wind: +33%	Lightning Damage	55	-	1,000	500	Treasure sphere & Chocolina, Sunleth Waterscape (300 AF)
Delicate Zephyr Ring	Resist Wind: +29%	Lightning Damage	50	Zephyr Ring (x1), Cie'th Tear (x2)	1,500	750	Chocolina, Augusta Tower (200 AF)
Durable Zephyr Ring	Resist Wind: +39%	Lightning Damage	60	Zephyr Ring (x1), Enigmatic Fluid (x2)	500	250	Chocolina, Augusta Tower (200 AF)
Gale Ring	Resist Wind: +45%	Lightning Damage	70	Durable Zephyr Ring (x1), Chronomist (x1), Scaled Wing (x1)	4,200	2,100	Chocolina (Special), Episode 5, Sunleth Waterscape (300 AF)
Delicate Gale Ring	Resist Wind: +40%	Lightning Damage	65	Gale Ring (x1), Tear of Woe (x2)	6,300	3,150	Chocolina, Academia (500 AF)
Durable Gale Ring	Resist Wind: +53%	Lightning Damage	75	Gale Ring (x1), Thrust Bearing (x2)	2,100	1,050	Chocolina, Academia (500 AF)
Metal Armband	Resist Deprotect: +66%	Debuff: Duration	55	-	650	325	Treasure sphere & Chocolina, Yaschas Massif (010 AF)
Delicate Metal Armband	Resist Deprotect: +33%	Debuff: Duration	35	Metal Armband (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
Durable Metal Armband	Resist Deprotect: +100%	Debuff: Duration	75	Metal Armband (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF)
Serenity Sachet	Resist Deshell: +66%	Debuff: Duration	55	-	650	325	Treasure sphere & Chocolina, Yaschas Massif (010 AF)
Delicate Serenity Sachet	Resist Deshell: +33%	Debuff: Duration	35	Serenity Sachet (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
Durable Serenity Sachet	Resist Deshell: +100%	Debuff: Duration	75	Serenity Sachet (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF)
Star Pendant	Resist Poison: +66%	Debuff: Duration	55	-	-	325	Treasure sphere, Bresha Ruins (005 AF); Svarog (rare drop: 3%)
Delicate Star Pendant	Resist Poison: +33%	Debuff: Duration	35	Star Pendant (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
Durable Star Pendant	Resist Poison: +100%	Debuff: Duration	75	Star Pendant (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF)
Pearl Necklace	Resist Imperil: +66%	Debuff: Duration	55	-	650	325	Treasure sphere, Yaschas Massif (010 AF); Chocolina, Bresha Ruins (005 AF)

ACCESSORY LIST (CONTINUED)

NAME	PASSIVE ABILITY	SYNTHESIS GROUP	CAPACITY	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Delicate Pearl Necklace	Resist Imperil: +33%	Debuff: Duration	35	Pearl Necklace (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
Durable Pearl Necklace	Resist Imperil: +100%	Debuff: Duration	75	Pearl Necklace (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF)
Warding Talisman	Resist Curse: +66%	Debuff: Duration	55	-	650	325	Treasure sphere, Yaschas Massif (010 AF); Chocolina, Bresha Ruins (005 AF)
Delicate Warding Talisman	Resist Curse: +33%	Debuff: Duration	35	Warding Talisman (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Oerba (200 AF)
Durable Warding Talisman	Resist Curse: +100%	Debuff: Duration	75	Warding Talisman (x1), Millerite (x1)	1,300	650	Chocolina (Special), Archylte Steppe (??? AF); Chocobo race reward (Gungnir Special)
Pain Dampener	Resist Pain: +66%	Debuff: Duration	55	-	650	325	Treasure sphere & Chocolina, A Dying World (700 AF); Chocobo race reward (Partisan Stakes)
Delicate Pain Dampener	Resist Pain: +33%	Debuff: Duration	35	Pain Dampener (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Academia (500 AF)
Durable Pain Dampener	Resist Pain: +100%	Debuff: Duration	75	Pain Dampener (x1), Millerite (x1)	1,300	650	Chocolina (Special), Episode 6, Archylte Steppe (??? AF)
White Cape	Resist Fog: +66%	Debuff: Duration	55	-	650	325	Treasure sphere & Chocolina, A Dying World (700 AF)
Delicate White Cape	Resist Fog: +33%	Debuff: Duration	35	White Cape (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Academia (500 AF)
Durable White Cape	Resist Fog: +100%	Debuff: Duration	75	White Cape (x1), Millerite (x1)	1,300	650	Chocolina (Special), Episode 6, Archylte Steppe (??? AF)
Obsidian Choker	Resist Daze: +66%	Debuff: Duration	55	-	650	325	Treasure sphere & Chocolina, A Dying World (700 AF)
Delicate Obsidian Choker	Resist Daze: +33%	Debuff: Duration	35	Obsidian Choker (x1), Tear of Remorse (x1), Chocobo Plume (x2)	325	162	Chocolina, Academia (500 AF)
Durable Obsidian Choker	Resist Daze: +100%	Debuff: Duration	75	Obsidian Choker (x1), Millerite (x1)	1,300	650	Chocolina (Special), Episode 6, Archylte Steppe (??? AF)
Guardian Amulet	Critical: Protect	Improved Cure	30	Iron Shell (x1), Transparent Ooze (x1)	2,200	1,100	Treasure sphere & Chocolina (Special), Academia (400 AF)
Delicate Guardian Amulet	Critical: Weak Protect	Improved Cure	25	Guardian Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
Durable Guardian Amulet	Critical: Protect, Auto-Protect	Improved Cure	65	Guardian Amulet (x1), Cobaltite (x3)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Auric Amulet	Critical: Shell	Improved Cure	30	Iron Shell (x1), Transparent Ooze (x2)	2,200	1,100	Treasure sphere & Chocolina (Special), Academia (400 AF); Chocobo race reward (Ahriman Cup)
Delicate Auric Amulet	Critical: Weak Shell	Improved Cure	25	Auric Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
Durable Auric Amulet	Critical: Shell, Auto-Shell	Improved Cure	65	Auric Amulet (x1), Cobaltite (x3)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Watchman's Amulet	Critical: Veil	Improved Cure	30	Iron Shell (x1), Transparent Ooze (x2)	2,200	1,100	Treasure sphere & Chocolina (Special), Academia (400 AF)
Delicate Watchman's Amulet	Critical: Weak Veil	Improved Cure	25	Watchman's Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
Durable Watchman's Amulet	Critical: Veil, Auto-Veil	Improved Cure	65	Watchman's Amulet (x1), Cobaltite (x3)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Hero's Amulet	Critical: Bravery	Low HP: Power Surge	30	Iron Shell (x1), Analog Circuit (x2)	2,200	1,100	Treasure sphere, Vile Peaks (010 AF); Chocolina (Special), Academia (400 AF)
Delicate Hero's Amulet	Critical: Weak Bravery	Low HP: Power Surge	25	Hero's Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
Durable Hero's Amulet	Critical: Bravery, Auto-Bravery	Low HP: Power Surge	65	Hero's Amulet (x1), Scarletite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Saint's Amulet	Critical: Faith	Low HP: Power Surge	30	Iron Shell (x1), Analog Circuit (x2)	2,200	1,100	Treasure sphere, Vile Peaks (010 AF); Chocolina (Special), Academia (400 AF)
Delicate Saint's Amulet	Critical: Weak Faith	Low HP: Power Surge	25	Saint's Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
Durable Saint's Amulet	Critical: Faith, Auto-Faith	Low HP: Power Surge	65	Saint's Amulet (x1), Scarletite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Zealot's Amulet	Critical: Vigilance	Low HP: Power Surge	30	Iron Shell (x1), Analog Circuit (x2)	2,200	1,100	Treasure sphere, Vile Peaks (010 AF); Chocolina (Special), Academia (400 AF); Chocobo race reward (Sanctum Special)
Delicate Zealot's Amulet	Critical: Weak Vigilance	Low HP: Power Surge	25	Zealot's Amulet (x1), Tear of Remorse (x1)	1,100	550	Chocolina (Special), Academia (400 AF)
Durable Zealot's Amulet	Critical: Vigilance, Auto-Vigilance	Low HP: Power Surge	65	Zealot's Amulet (x1), Scarletite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Hermes Sandals	Critical: Haste	Low HP: Power Surge	30	-	20,000	10,000	Don Tonberry (rare drop: 3%); Metallicactuar (rare drop: 5%); Metalligantuar (rare drop: 5%)
Delicate Hermes Sandals	Critical: Weak Haste	Low HP: Power Surge	25	Hermes Sandals (x1), Tear of Woe (x1)	10,000	5,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)
Durable Hermes Sandals	Critical: Haste, Auto-Haste	Low HP: Power Surge	75	Hermes Sandals (x1), Sunpetal (x2), Trapezohedron (x1)	40,000	20,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)
Collector Catalog	Item Scavenger II, Gilfinder II	-	75		-	10,000	Chocobo race reward (Dahaka Stakes)
Delicate Collector Catalog	Item Scavenger, Gilfinder	-	50	Collector Catalog (x1), Tear of Woe (x1)	20,000	10,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)
Durable Collector Catalog	Item Scavenger MAX, Gilfinder MAX, Item Collector	-	100	Collector Catalog (x1), Sunpetal (x2), Phoenix Blood (x2)	40,000	20,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)

ACCESSORY LIST (CONTINUED)

NAME	PASSIVE ABILITY	SYNTHESIS GROUP	CAPACITY	COMPONENTS REQUIRED	BUY PRICE	SELL PRICE	AVAILABILITY
Entite Ring	Resist Elements: +20%, Strength & Magic: -10%	-	65	-	-	3,000	Treasure sphere, Ville Peaks (010 AF); Chocobo race reward (Eden Stakes); Gancanagh Ace (rare drop: 5%)
Delicate Entite Ring	Resist Elements: +13%, Strength & Magic: -7%	-	50	Entite Ring (x1), Tear of Woe (x1)	6,000	3,000	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Durable Entite Ring	Resist Elements: +27%, Strength & Magic: -13%	-	75	Entite Ring (x1), Thrust Bearing (x4)	6,000	3,000	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Ribbon	Resilience: +40%	-	100	-	-	10,000	Serendipity, Casino Shop; Long Gui (common drop: 10%); Navidon (rare drop: 2%)
Delicate Ribbon	Resilience: +20%	-	70	Ribbon (x1), Tear of Woe (x1)	10,000	5,000	Chocolina (Special), post-story, Archylte Steppe (??? AF)
Sniper's Eye	Pressure II	Strength + Magic	55	Transparent Ooze (x1), Analog Circuit (x2)	2,200	1,100	Treasure sphere & Chocolina (Special), Augusta Tower (200 AF)
Delicate Sniper's Eye	Pressure	Strength + Magic	30	Sniper's Eye (x1), Tear of Remorse (x2)	1,100	550	Chocolina (Special), Augusta Tower (200 AF)
Durable Sniper's Eye	Pressure MAX	Strength + Magic	75	Sniper's Eye (x1), Rhodochrosite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Twist Headband	Immovable II	Damage Wall	55	Transparent Ooze (x1), Analog Circuit (x3)	2,200	1,100	Treasure sphere & Chocolina (Special), Augusta Tower (200 AF)
Delicate Twist Headband	Immovable	Damage Wall	30	Twist Headband (x1), Tear of Remorse (x2)	1,100	550	Chocolina (Special), Augusta Tower (200 AF)
Durable Twist Headband	Immovable MAX	Damage Wall	75	Twist Headband (x1), Rhodochrosite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Bloodguard	Woundward II	Improved Raise	50	Transparent Ooze (x1), Analog Circuit (x3)	2,200	1,100	Treasure sphere & Chocolina (Special), Augusta Tower (200 AF); Chocobo race reward (Bismarck Cup)
Delicate Bloodguard	Woundward	Improved Raise	30	Bloodguard (x1), Tear of Remorse (x2)	1,100	550	Chocolina (Special), Augusta Tower (200 AF)
Durable Bloodguard	Woundward MAX	Improved Raise	75	Bloodguard (x1), Rhodochrosite (x2)	4,400	2,200	Chocolina (Special), Episode 5, Archylte Steppe (??? AF)
Hypnocrown	Feral Speed II	-	40	-	-	4,000	Treasure sphere, Oerba (200 AF); Kanna Kamuy (rare drop: 1%)
Delicate Hypnocrown	Feral Speed	-	25	Hypnocrown (x1), Tear of Remorse (x2)	4,000	2,000	Chocolina (Special) , Oerba (200 AF)
Durable Hypnocrown	Feral MAX, Victory: Feral Boost	-	65	Hypnocrown (x1), Moonblossom Seed (x2)	16,000	8,000	Chocolina (Special), Archylte Steppe (??? AF)
Grimoire Hat	Kill: Libra, Improved Potions	-	25	-	-	5,000	Treasure sphere, Archylte Steppe (??? AF); Garuda (rare drop: 5%)
Durable Grimoire Hat	Kill: Libra, Improved Potions, Weak Spot	-	45	Grimoire Hat (x1), Enigmatic Fluid (x2)	20,000	10,000	Chocolina (Special), Archylte Steppe (??? AF)
Fire Aegis	Nullify Fire, ATB Rate Reduced	Ice Damage	100	-	-	5,000	Bomb (rare drop: 2%)
Delicate Fire Aegis	Random: Nullify Fire	Ice Damage	50	Fire Aegis (x1), Tear of Woe (x1)	5,000	2,500	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)
Ice Aegis	Nullify Ice, ATB Rate Reduced	Fire Damage	100	-	-	5,000	Cryohedron (rare drop: 2%)
Delicate Ice Aegis	Random: Nullify Ice	Fire Damage	50	Ice Aegis (x1), Tear of Woe (x1)	5,000	2,500	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)
Lightning Aegis	Nullify Lightning, ATB Rate Reduced	Wind Damage	100	-	-	5,000	Circuitron (rare drop: 2%)
Delicate Lightning Aegis	Random: Nullify Lightning	Wind Damage	50	Lightning Aegis (x1), Tear of Woe (x1)	5,000	2,500	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)
Wind Aegis	Nullify Wind, ATB Rate Reduced	Lightning Damage	100	-	-	5,000	Tempest (rare drop: 2%)
Delicate Wind Aegis	Random: Nullify Wind	Lightning Damage	50	Wind Aegis (x1), Tear of Woe (x1)	5,000	2,500	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)
Martyr's Badge	Resist Physical: +75%, HP Halved, Perpetual Poison	Improved Stagger	100	-	-	5,000	Twilight Odin (drop: 100%); Royal Ripeness (rare drop: 2%)
Martyr's Emblem	Resist Magic: +75%, HP Halved, Perpetual Poison	Improved Stagger	100	-	-	5,000	Calus Ballad (drop: 100%); Zaghnal (rare drop: 2%); Illuyankas (rare drop: 5%)
Berserker's Ruby	Enhances the Commando role bonus	-	35	-	-	5,000	Malebranche (rare drop: 2%)
Blaster's Sapphire	Enhances the Ravager role bonus	-	35	-	-	5,000	Ispusteke (rare drop: 2%)
Defender's Topaz	Enhances the Sentinel role bonus	-	35	-	-	5,000	Fonsoire (rare drop: 2%)
Impeder's Opal	Enhances the Saboteur role bonus	-	35	-	-	5,000	Vampire (rare drop: 2%)
Supporter's Amethyst	Enhances the Synergist role bonus	-	35	-	-	5,000	Wladislaus (rare drop: 2%)
Healer's Emerald	Enhances the Medic role bonus	-	35	-	-	5,000	Varcolaci (rare drop: 2%)

Accessory Analysis:

- A recurring theme in selecting accessories that are part of synthesis groups is whether you want to enhance the primary effect granted by these accessories, or that of the synthesized ability that increases with multiple accessories equipped (see page 240 for an overview of all synthesized abilities). For example, one Witch's Bracelet is better at protecting you from Magic than two Delicate Rune Bracelets are, but combined with a weapon that is part of the Buff: Duration synthesis group, the latter setup will grant you an extra 5% duration bonus to any buffs cast on that character.

- Of the role-enhancement accessories, the most valuable is the Impeder's Opal in terms of how significant its effect on your combat performance can be. The others are generally not worth the capacity they require. The Supporter's Amethyst can be useful in long fights, but applies only to the defensive buffs cast by the wearer.

- The Kaiser Knuckles and Magistral Crest accessories are unique in that they grant a combination of passive abilities typically seen on weapons. In general, it is not recommended to use them for the stat boosts, but rather for their Chain Bonus and ATB rate bonuses.

- For optimal post-story farming efficiency, it may be worthwhile to max out the accessory capacity for one character to equip the Durable Collector Catalog, which can pay back your investment many times over in a few short hours. Furthermore, you will no longer have to worry about using certain monsters with these abilities to invoke the effects provided by the accessory; in fact, there is not a single monster with the Gilfinder MAX ability.

- If you are keen to expand your portfolio of monster crystals, equip a Durable Hypnocrown: employing Feral Link abilities increases the drop rate (see page 241).

- A pair of Durable Hermes Sandals is extremely valuable for when you want that extra boost in speed from the start of a fight. Used in conjunction with weapons like Indrajit and Romulus & Remus, you will be amazed at how quickly your ATB gauge refills; your initial onslaught will be virtually relentless. For those looking to achieve the highest battle scores possible against Final Fantasy XIII-2's most difficult enemies, this accessory is a vital investment.

- Having a Grimoire Hat equipped for all battles will speed up the process of revealing the strengths and weaknesses of all the enemies that you encounter (though the effect doesn't stack if you equip more than one). As a fringe benefit, its boost to the efficacy of Potions might be of interest to those attempting a low-level main story playthrough.

- As a general rule, equipment effects in the form of percentage modifiers will stack (with one notable exception: "ATB Rate"), while others cannot be cumulated (e.g. two Delicate Hypnocrowns do not grant Feral Speed II, only Feral Speed).

KEY ITEMS

MAPS

MAP LIST

NAME	AVAILABILITY
Map of New Bodhum	Treasure sphere, New Bodhum (003 AF)
Map of the Bresha Ruins	Given by Alyssa in Bresha Ruins (005 AF)
Map of the Yaschas Massif	Given by the NPC at the entrance in Yaschas Massif (010 AF)
Map of Oerba	Treasure sphere in Oerba (200 AF)
Map of Sunleth Waterscape	Given by Snow in Sunleth Waterscape (300 AF)
Map of the Steppe	Given by Tipur on the Archylte Steppe (??? AF)
Map of the Coliseum	Treasure sphere, Coliseum
Map of Serendipity	Given by the NPC at the entrance in Serendipity
Map of Academia	Check the terminal just inside the Alley in Academia (400 AF)
Map of Augusta Tower	Received automatically in Augusta Tower (200 AF)
Map of the Vile Peaks	Received automatically when you accept the Honor of Blitz Squad side quest in Vile Peaks (200 AF)
Map of a Dying World	Treasure sphere, A Dying World (700 AF)
Map of New Bodhum (700 AF)	Treasure sphere, New Bodhum (700 AF)
Map of Academia (500 AF)	Treasure sphere, Academia (500 AF)
Map of the Void Beyond	Treasure sphere, The Void Beyond

ARTEFACTS

ARTEFACT LIST

NAME	LOCATION	PAGE
Giant's Artefact	New Bodhum (003 AF)	84
Eclipse Artefact	Bresha Ruins (005 AF)	86
Reunion Artefact	Bresha Ruins (005 AF)	86
Hollow Artefact	Yaschas Massif (010 AF)	90
Artefact of Origins	Oerba (200 AF)	93
Thundering Artefact	Sunleth Waterscape (300 AF)	102
Combat Artefact	Sunleth Waterscape (300 AF)	102
Restoration Artefact	Yaschas Massif (01X AF)	-
Illusionary Artefact	Sunleth Waterscape (300 AF)	-
Tower Artefact	Academia (400 AF)	134
Artefact of Rebirth	Augusta Tower (200 AF)	144
Artefact of the Ark	New Bodhum (700 AF)	182
Vagabond Artefact	Academia (4XX AF)	148
Mysterious Artefact	Yaschas Massif (01X AF) or Sunleth Waterscape (300 AF)	96

WILD ARTEFACTS

#	LOCATION	NOTES	PAGE
1	Bresha Ruins (005 AF)	Use the Moogle Hunt ability right after the tutorial.	86
2	Bresha Ruins (300 AF)	Find the phased out NPC near the graveyard and complete his quest.	126
3	Oerba (200 AF)	Use a Moogle Throw on the side of the house near the big tree.	93
4	Sunleth Waterscape (300 AF)	Use a Moogle Throw during the ride along the Animal Trail.	103
5	Archylte Steppe (??? AF)	Use a Moogle Throw on the western cliff to collect it from a lower platform.	110
6	Augusta Tower (200 AF)	Found on the 50th Floor.	144
7	Academia (4XX AF)	Found in an alley in the southeast of the map.	148
8	Yaschas Massif (100 AF)	Complete the Rubies of Grief quests, then solve the Temporal Rift.	138
9	A Dying World (700 AF)	Once you complete this location, return and examine the Farseers' Relic.	178
10	Serendipity (??? AF)	Purchase for 10,000 coins (7,500 with the Bargain Hunter Fragment Skill).	117

GATE SEALS

GATE SEAL LIST

NAME	AVAILABILITY	PAGE	GATE CLOSED
'Leaving' Gate Seal	Bresha Ruins (005 AF)	86	New Bodhum (003 AF)
'Scars' Gate Seal	Yaschas Massif (010 AF)	90	Bresha Ruins (005 AF)
'Visions' Gate Seal	Oerba (200 AF)	93	Yaschas Massif (010 AF)
'The Fall' Gate Seal	Serendipity	117	Yaschas Massif (01X AF)
'Encounters' Gate Seal	Yaschas Massif (01X AF)	96	Oerba (200 AF)
'Farewells' Gate Seal	Academia (400 AF)	134	Sunleth Waterscape (300 AF)
'The Calm' Gate Seal	The Void Beyond	174	Archylte Steppe (??? AF)
'Prediction' Gate Seal	The Void Beyond	174	Coliseum
'Flight' Gate Seal	Oerba (300 AF)	168	Academia (400 AF)
'Promises' Gate Seal	A Dying World (700 AF)	178	Academia (4XX AF)
'Facts' Gate Seal	Academia (4XX AF)	148	Augusta Tower (200 AF)
'Silence' Gate Seal	Augusta Tower (200 AF)	144	Augusta Tower (300 AF)
'Determination' Gate Seal	Academia (500 AF)	188	A Dying World (700 AF)
'Sisters' Gate Seal	Academia (500 AF)	188	New Bodhum (700 AF)
'Disaster' Gate Seal	Bresha Ruins (100 AF)	184	Bresha Ruins (100 AF)
'Labyrinth' Gate Seal	Bresha Ruins (300 AF)	126	Bresha Ruins (300 AF)
'Reminiscence' Gate Seal	Yaschas Massif (100 AF)	138	Yaschas Massif (100 AF)
'Maleficence' Gate Seal	Yaschas Massif (110 AF)	130	Yaschas Massif (110 AF)
'How Things Were' Gate Seal	Oerba (300 AF)	168	Oerba (300 AF)
'Hometown' Gate Seal	Oerba (400 AF)	170	Oerba (400 AF)
'Thunderstruck' Gate Seal	Sunleth Waterscape (400 AF)	142	Sunleth Waterscape (400 AF)
'Afterimage' Gate Seal	Vile Peaks (200 AF)	162	Vile Peaks (010 AF)
'Return' Gate Seal	Vile Peaks (200 AF)	162	Vile Peaks (200 AF)
'Eternity' Gate Seal	Bresha Ruins (100 AF)	184	Serendipity
'Final Battle' Gate Seal	Academia (500 AF)	188	Academia (500 AF)
'Hope' Gate Seal	After completing the main storyline	191	Valhalla

KEY ITEMS

KEY ITEM LIST

NAME	AVAILABILITY	PAGE
Eternal Crystal	Received automatically if you have a save file from Final Fantasy XIII	-
Lightning's Knife	New Bodhum (003 AF)	32
Snow's Necklace	New Bodhum (003 AF)	32
Medical Kit	New Bodhum (003 AF)	84
Academy Communicator	Bresha Ruins (005 AF)	34
Capsule	Bresha Ruins (005 AF)	86
Personal Notes	Bresha Ruins (005 AF)	86
Army Comm Device	Bresha Ruins (005 AF)	86
Holding Cell Key	Bresha Ruins (005 AF)	86
Monster Analysis Report	Bresha Ruins (100 AF)	184
Weapon Material	Bresha Ruins (100 AF)	184
Old Device	Bresha Ruins (300 AF)	126
My Buddy's Message	Bresha Ruins (300 AF)	126
Recording Device	Bresha Ruins (300 AF)	126
Commander's Report	Bresha Ruins (300 AF)	126
Thorne's Information	Yaschas Massif (100 AF)	138
Silver Petal	Bresha Ruins (300 AF)	86
Toilet Paper Coupon	Bresha Ruins (100 AF)	184
Behemoth Fang	Yaschas Massif (010 AF)	90
Outdoor Watch	Yaschas Massif (110 AF)	130
Old Battery	Yaschas Massif (01X AF)	96
Tablet of Paddra	Yaschas Massif (01X AF)	96
Onyx Crystal	Yaschas Massif (01X AF)	96
Ivory Crystal	Yaschas Massif (01X AF)	96

NAME	AVAILABILITY	PAGE
Emerald Crystal	Yaschas Massif (01X AF)	96
Fruit of Fenrir	Yaschas Massif (010 AF)	90
Wedding Jewelry	Yaschas Massif (110 AF)	130
Terrorists' Mark	Yaschas Massif (110 AF)	130
Comm Device	Yaschas Massif (100 AF)	138
Picture Frame	Yaschas Massif (100 AF)	138
Bulb of Hope	Yaschas Massif (100 AF)	138
Sealed Tablet	Yaschas Massif (100 AF)	138
Service Manual	Yaschas Massif (110 AF)	130
Technician's Note	Yaschas Massif (110 AF)	130
Rough Wool	Archylte Steppe (??? AF)	48
Thick Wool	Archylte Steppe (??? AF)	48
Fluffy Wool	Archylte Steppe (??? AF)	48
Access Key 13	Augusta Tower (200 AF)	144
Access Key 50	Augusta Tower (300 AF)	53
Access Key 52	Augusta Tower (200 AF)	54
Top Floor Access Key	Augusta Tower (200 AF)	55
Paradox Agent Type A	Augusta Tower (200 AF)	144
Paradox Agent Type B	Augusta Tower (200 AF)	144
Paradox Agent Type C	Augusta Tower (200 AF)	144
Supply Sphere Access Code	New Bodhum (700 AF)	182
Just 1 gil!	Serendipity	117
Setzer's Dice	Serendipity	117
Chaos Crystal	Serendipity	117

ITEMS

CONSUMABLE ITEM LIST

NAME	EFFECT	AVAILABILITY
Potion	Restores a small amount of HP to all allies.	Chocolina; many enemies
Phoenix Down	Revives one ally from KO and grants Protect and Shell.	Chocolina; many enemies
Wound Potion	Restores 100 HP for all allies, and restores maximum HP reduced through wound damage.	Chocolina
Remedy	Removes an ally's most recently inflicted status ailment.	Chocolina; Uridimmu (drop chance: 25%); Mandrake (drop chance: 20%); Narasimha (drop chance: 50%)
Librascope	Reveals detailed status information on all enemies.	Found in a handful of treasure spheres; purchased from Serendipity
Antidote	Removes Poison from one ally.	Chocolina; Dendrobium (drop chance: 15%)
Holy Water	Removes Curse from one ally.	Chocolina; Seeker (drop chance: 13%)
Wax	Removes Imperil from one ally.	Chocolina
Painkiller	Removes Pain from one ally.	Chocolina; Chonchon (drop chance: 13%)
Mallet	Removes Fog from one ally.	Chocolina
Unicorn Horn	Removes all status ailments and enhancements from all allies and enemies.	Serendipity
Phoenix Blood	Revives one ally from KO and grants Haste.	Serendipity
Elixir	Revives all allies from KO, fully restores HP, and charges the Feral Link gauge.	Serendipity

SPECIALTY ITEMS

SPECIALTY ITEM LIST

NAME	DESCRIPTION	AVAILABILITY
Gysahl Greens	Used to ride Chocobos.	Chocolina (Special), Bresha Ruins (all versions)
Casino Ticket	Can be traded for 50 casino coins in Serendipity.	Treasure spheres
Gold Casino Ticket	Can be traded for 100 casino coins in Serendipity.	Treasure spheres
Platinum Casino Ticket	Can be traded for 500 casino coins in Serendipity.	Treasure spheres
Shuffle	Enables you to shuffle a Chocobo race list.	Casino Shop and race reward (Sunleth Cup), Serendipity
Shuffle (Common)	Enables you to shuffle a Chocobo race list to favor common races.	Casino Shop and race reward (Bomb Classic), Serendipity
Shuffle (Graded)	Enables you to shuffle a Chocobo race list to favor graded and secret races.	Casino Shop and race reward (Wild Bear Derby), Serendipity
Chocoboost	Improves the performance of Chocobos during races.	Casino Shop and race reward (Vile Peaks Classic), Serendipity
Chocobull	Greatly improves the performance of Chocobos during races.	Casino Shop and race reward (Altairs Stakes), Serendipity

COMPONENTS

COMPONENT LIST

NAME	SELL PRICE	AVAILABILITY
Begrimed Claw	15	Taxim (5%)
Shattered Bone	15	Lucidon (5%); Gandayaks (5%); Gahoogas (5%)
Moistened Scale	15	Oannes (20%); Ceratosaur (5%); Ceratoraptor (5%)
Abyssal Scale	75	Swampmonk (5%)
Segmented Carapace	15	Strigoi (5%)
Iron Shell	40	Thexteron (5%); Luminous Puma (5%); Zwerg Metrodroid (5%); Koboldroid Yin (5%)
Monstrous Fang	75	Greater Behemoth (5%)
Sinister Fang	110	Proto-behemoth (20%); Gancanagh Ace (15%); Reaver (5%); Gancanagh (5%)
Scaled Wing	40	Fachan (5%); Unsaganashi (5%)
Abominable Wing	75	Vespid Soldier (5%)
Molted Tail	15	Vespid (25%); Necrosis (15%); Mandrake (5%); Triffid (5%); Vouivre (5%); Frag Leech (5%)
Thickened Hide	40	Amanojaku (5%); Notsugo (5%)
Fractured Horn	15	Treasure sphere, Archylte Steppe (??? AF)
Spined Horn	40	Mánagarmr (5%)
Chocobo Plume	20	Any Chocobo (20-30%)
Chocobo Tail Feather	50	Cactuar (3%); Cactuaroni (5%); Flowering Cactuar (3%)
Enigmatic Fluid	40	Apotamkin (5%)
Transparent Ooze	75	Flanitor (5%); Flanborg (5%)
Sunpetal	1,000	Microchu (5%)
Moonblossom Seed	6,000	Tezcatlipoca (100%); Xolotl (5%); Miquiztli (5%)
Starblossom Seed	13,000	Bamapama (5%); Mimi (5%)
Succulent Fruit	5	Mog's Manifestation: Improved Moogle Throw
Malodorous Fruit	5	Mog's Manifestation: Improved Moogle Throw

NAME	SELL PRICE	AVAILABILITY
Pot Shard	100	Dendrobium (5%); Cait Sith (10%)
Fractal Pot	500	Schrodinger (5%); Mewmao (5%)
Analog Circuit	90	Orion (5%); Dragoon (5%); Fencer (5%)
Radial Bearing	160	Pulsework Knight (5%); Hoplite (5%)
Thrust Bearing	420	Testudo (5%); Cloudburst (5%); Debris (5%); Pulsework Gladiator (5%)
Cie'th Tear	15	Seeker (5%); Ghast (5%); Chonchon (5%)
Tear of Remorse	75	Ghoul (30%); Strigoi (20%); Taxim (30%); Nelapsi (20%); Cocytus (20%); Geiseric (20%)
Tear of Woe	110	Yomi (40%); Zenobia (30%); Gorgyra (100%); Nelapsi (2%); Cocytus (3%)
Superconductor	420	Yeoman (5%)
Millerite	150	Calautidon (5%); Bloodfang Bass (5%); Breshan Bass (5%); Viking (5%); Lancer (5%)
Rhodochrosite	400	Tempest (25%); Clematis (5%); Yaksha (5%); Yakshini (5%)
Cobaltite	800	Illuyankas (15%); Circuitron (15%); Grenade (5%)
Scarletite	17,000	Don Tonberry (20%); Raspatil (30%); Pacos Amethyst (30%); Pacos Luvulite (30%)
Adamantite	10,000	Race reward (Ushumgal Derby); Long Gui (5%)
Dark Matter	5,000	Race reward (Havoc Stakes)
Trapezohedron	80,000	Yomi (5%)
Gold Nugget	7,500	Proto fal'Cie Adam (50%); Right Manipulator (50%); Left Manipulator (50%)
Platinum Ingot	50,000	Pacos Amethyst (1%); Pacos Luvulite (1%)
Chronomist	1	Narasimha (2%); Sahagin Prince (2%); Flangonzola (2%); Necrosis (2%)
Mutant Extract	1	Garganzola (10%); Mutantomato (100%)

MONSTER MATERIAL LIST

NAME	GRADE	TYPE	AVAILABILITY
Potent Droplet	1	Biological	Chocolina; Cait Sith (33%); Gremlin (33%); Garchimacera (33%); Svarog (40%); Uridimmu (5%)
Potent Bolt	1	Mechanical	Chocolina; Zwerg Scandroid (20%); Atlas (100%); Pulsework Knight (33%); Hoplite (40%)
Potent Sliver	2	Biological	Silver Lobo (33%); Ceratoraptor (33%); Vouivre (40%); Feral Behemoth (75%)
Potent Chip	2	Mechanical	Orion (30%); Dragoon (30%); Koboldroid Yin (30%); Frag Leech (30%); Pink Lily (15%)
Potent Orb	3	Biological	Kalavinka (100%); Apotamkin (30%); Mutantomato (50%); Buccaboo (30%); Seeping Brie (5%); Ghoul (5%); Garganzola (30%)
Potent Engine	3	Mechanical	Fencer (30%); Flanitor (15%); Flanborg (25%); Munchkin (15%); Munchkin Maestro (25%); Pink Lily (3%)
Potent Essence	4	Biological	Månagarmr (20%); Navidon (20%); Swampmonk (20%); Caterchipillar (5%); Pleuston (5%); Hedge Frog (15%); Mud Frog (15%)
Potent Booster	4	Mechanical	Yeoman (20%); Metallicactuar (20%); Metal Gigantuar (30%); Pantopoda (30%)
Potent Crystal	5	Biological	Chocolina, post-story; Royal Ripeness (50%); Microchu (30%); Gigantuar (100%)
Potent Generator	5	Mechanical	Chocolina, post-story; Atlas (100%); Vampire (20%)
Vitality Droplet	1	Biological	Chocolina, Episode 3, part 2; Garuda (25%); Ahriman (5%)
Vitality Bolt	1	Mechanical	Chocolina, Episode 3
Vitality Sliver	2	Biological	Chocolina, Episode 4; Chunerpeton (30%); Bunkerbeast (20%); Seeping Brie (20%); Flangonzola (20%); Albino Lobo (5%); Miniflan (5%); Flanbanero (10%); Imp (5%)
Vitality Chip	2	Mechanical	Chocolina, Episode 4; Lancer (20%); Pulsework Gladiator (20%)
Vitality Orb	3	Biological	Chocolina, Episode 6; Ugallu (100%); Miquiztli (30%); Vodianoi (5%); Samovira (5%); Bunkerbeast (3%); Green Chocobo (3%)
Vitality Engine	3	Mechanical	Chocolina, Episode 6; Zwerg Metrodroid (20%)
Vitality Essence	4	Biological	Chocolina, Episode 6; Yellow Miniflan (100%); Major Moblin (30%)
Vitality Booster	4	Mechanical	Chocolina, Episode 6; Dreadnought (20%); Munchkin Maestro (5%)
Vitality Crystal	5	Biological	Royal Ripeness (50%); Ispusteke (with Inertial Barrier active) (20%)
Vitality Generator	5	Mechanical	Varcolaci (20%); Proto fal'Cie Adam (50%)
Power Droplet	1	Biological	Chocolina, Episode 3; Exoray (20%)
Power Bolt	1	Mechanical	Chocolina, Episode 3; Viking (20%); Scutari (30%)
Power Sliver	2	Biological	Chocolina, Episode 4; Bloodfang Bass (25%); Pitterpatter (20%); Gandayaks (33%); Barbed Specter (25%); Cliona (5%); Silver Lobo (5%); Crawler (5%); Flandit (10%); Oannes (5%)
Power Chip	2	Mechanical	Chocolina, Episode 4; Feral Behemoth (5%); Scutari (5%)
Power Orb	3	Biological	Chocolina, Episode 6; Tonberry (25%); Zaghnal (20%); Moblin (30%); Buccaboo (5%); Buccaboo Ace (5%); Pitterpatter (5%); Barbed Specter (5%)
Power Engine	3	Mechanical	Chocolina, Episode 6; Yaksha (20%); Yakshini (20%); Shaguma (30%); Haguma (30%); Kanna Kamuy (30%)
Power Essence	4	Biological	Chocolina, Episode 6; Moblin (30%)
Power Booster	4	Mechanical	Chocolina, Episode 6; Grenade (20%); Shaguma (5%); Haguma (5%); Dreadnought (5%); Munchkin (5%)
Power Crystal	5	Biological	Fomoire (20%); Mud Frog (2%); Moblin (3%)
Power Generator	5	Mechanical	Malebranche (20%); Proto fal'Cie Adam: Left Manipulator (50%)
Mana Droplet	1	Biological	Chocolina, Episode 3; Koboldroid Yang (20%); Exoray (20%); Chunerpeton (5%)
Mana Bolt	1	Mechanical	Chocolina, Episode 3
Mana Sliver	2	Biological	Chocolina, Episode 4; Breshan Bass (25%); Imp (25%); Fachan (25%); Gahongas (25%); Goblin Chieftain (5%); Chelicerata (10%); Koboldroid Yang (5%)
Mana Chip	2	Mechanical	Chocolina, Episode 4; Testudo (25%); Cloudburst (30%); Debris (30%); Zwerg Scandroid (5%)
Mana Orb	3	Biological	Chocolina, Episode 6; Xolotl (30%); Sahagin Prince (20%)
Mana Engine	3	Mechanical	Chocolina, Episode 6; Vespid Soldier (30%)
Mana Essence	4	Biological	Chocolina, Episode 6; Gancanagh (30%); Mewmeo (30%); Forked Cat (20%); Forked Cat (5%)
Mana Booster	4	Mechanical	Chocolina, Episode 6
Mana Crystal	5	Biological	Ispusteke (20%); Hedge Frog (2%)
Mana Generator	5	Mechanical	Wladislaus (20%); Proto fal'Cie Adam: Right Manipulator (50%)

MONSTER CRYSTALS

MONSTER CRYSTAL LIST

NAME	AVAILABILITY	PAGE
Ahriman	Recruit chance: 10%	278
Albino Lobo	Recruit chance: 15%	277
Amanojaku	Recruit chance: 10%	279
Apkallu	Recruit chance: 10%	284
Apotamkin	Recruit chance: 2%	279
Bamapama	Recruit chance: 10%	278
Barbed Specter	Recruit chance: 10%	279
Black Chocobo	Recruit chance: 15%	286
Bloodfang Bass	Recruit chance: 10%	277
Blue Chocobo	Recruit chance: 15%	286
Bomb	Recruit chance: 13%	289
Breshan Bass	Recruit chance: 10%	277
Buccaboo	Recruit chance: 10%	283
Buccaboo Ace	Recruit chance: 10%	284
Bunkerbeast	Recruit chance: 30%	280
Cactuar	Recruit chance: 33.33%	284
Cactuarama	With Improved Moogle Throw active, throw Mog near Chocolina in The Black Sands area in A Dying World (700 AF)	125
Cactuarina	With Improved Moogle Throw active, throw Mog near the Gate in the Meteorite Impact Site in New Bodhum (003 AF)	125
Cactuaroni	Recruit chance: 5%	285
Cait Sith	Recruit chance: 30%	285
Calautidon	Recruit chance: 10%	280
Caterchipillar	Recruit chance: 10%	280
Ceratoraptor	Recruit chance: 20%	277
Ceratosaur	Recruit chance: 20%	277
Chelicerata	Recruit chance: 20%	276
Chichu	With Improved Moogle Throw active, throw Mog in the grassy area of the Archylte Steppe where the red flowers are blooming	125
Chocobo	Recruit chance: 100%	285
Chunerpeton	Recruit chance: 10%	278
Circuitron	Recruit chance: 10%	289
Clematis	Recruit chance: 10%	280
Clione	Recruit chance: 20%	276
Cloudburst	Recruit chance: 10%	289
Crawler	Recruit chance: 10%	280
Cryohedron	Recruit chance: 13%	289
Deathgaze	Recruit chance: 10%	281
Debris	Recruit chance: 10%	289
Dendrobium	Recruit chance: 10%	280
Don Tonberry	Recruit chance: 10%	285
Dragoon	Recruit chance: 10%	286
Dreadnought	Recruit chance: 5%	289
Exoray	Recruit chance: 10%	281
Fachan	Recruit chance: 25%	278
Fencer	Recruit chance: 5%	286
Feral Behemoth	Recruit chance:10%	283
Flanbanero	Recruit chance: 15%	281
Flanborg	Recruit chance: 10%	288
Flandit	Recruit chance: 10%	282
Flangonzola	Recruit chance: 10%	282
Flanitor	Recruit chance: 15%	287
Flowering Cactuar	Recruit chance: 33.33%	285
Forked Cat	Recruit chance: 10%	285
Frag Leech	Recruit chance: 15%	287
Gahongas	Recruit chance: 20%	279
Gancanagh	Recruit chance: 10%	284
Gancanagh Ace	Recruit chance: 10%	284
Gandayaks	Recruit chance: 25%	279
Garchimacera	Recruit chance: 30%	278
Garganzola	Recruit chance: 2%	282
Garuda	Recruit chance: 5%	288
Gigantuar	Recruit chance: 100%	285
Goblin	Recruit chance: 30%	283
Goblin Chieftain	Recruit chance: 15%	283
Golden Chocobo	Treasure sphere, A Dying World (700 AF)	181
Gorgonopsid	Recruit chance: 15%	277
Greater Behemoth	Recruit chance: 3%	283
Green Chocobo	Recruit chance: 15%	286
Gremlin	Recruit chance: 30%	278
Grenade	Recruit chance: 10%	289
Haguma	Recruit chance: 5%	279
Hedge Frog	Recruit chance: 10%	277
Hoplite	Recruit chance: 15%	288
Illuyankas	Recruit chance: 10%	281
Imp	Recruit chance: 10%	278
Kanna Kamuy	Recruit chance: 10%	281
Koboldroid Yang	Recruit chance: 10%	287
Koboldroid Yin	Recruit chance: 25%	287
Lancer	Recruit chance: 15%	286
Leyak	With Improved Moogle Throw active, throw Mog at the group of Miniflan while riding the giant in the Animal Trail area in Sunleth Waterscape (300 AF)	125
Lucidon	Recruit chance: 7%	287
Luminous Puma	Recruit chance: 20%	287
Major Moblin	Recruit chance: 10%	283
Mánagarmr	Recruit chance: 10%	277
Mandrake	Recruit chance: 15%	280
Meonekton	Recruit chance: 15%	276
Metal Gigantuar	Recruit chance: 3%	285
Metallicactuar	Recruit chance: 5%	284
Mewmao	Recruit chance: 10%	285
Microchu	Recruit chance: 10%	284
Mimi	Recruit chance: 10%	278
Miniflan	Recruit chance: 33%	282
Miquiztli	Recruit chance: 3%	281
Moblin	Recruit chance: 10%	283
Mud Frog	Recruit chance: 10%	277
Munchkin	Recruit chance: 10%	283
Munchkin Maestro	Recruit chance: 10%	283
Nanochu	With Improved Moogle Throw active, throw Mog at a patch of land in the watery area of the Archylte Steppe	125
Narasimha	Recruit chance: 10%	283
Navidon	Recruit chance: 10%	280
Necrosis	Recruit chance: 10%	280
Nekton	Recruit chance: 15%	276
Notsugo	Recruit chance: 10%	279
Oannes	Recruit chance: 15%	284
Orion	Recruit chance: 10%	286
Pantopoda	Recruit chance: 10%	276
Pink Lily	Recruit chance: 10%	288
Pitterpatter	Recruit chance: 10%	278
Pleuston	Recruit chance: 10%	276
Proto-behemoth	Recruit chance: 10%	288
Pulsework Gladiator	Recruit chance: 10%	288
Pulsework Knight	Recruit chance: 15%	288
Pulsework Soldier	Recruit chance: 15%	288
Purple Chocobo	Recruit chance: 15%	286
Rangda	With Improved Moogle Throw active, throw Mog from the pier into the ocean in New Bodhum (003 AF)	125
Reaver	Recruit chance: 10%	283
Red Chocobo	Recruit chance: 15%	286
Sahagin Prince	Recruit chance: 10%	284
Samovira	Recruit chance: 10%	279
Sarracenia	Recruit chance: 20%	280
Schrodinger	Recruit chance: 10%	285
Scutari	Recruit chance: 10%	289
Seeping Brie	Recruit chance: 10%	282
Shaguma	Recruit chance: 5%	279
Silver Chocobo	With Improved Moogle Throw active, throw Mog at the "projector" platform beneath the holographic representation of Cocoon in the Research Lab area in Academia (4XX AF)	149
Silver Lobo	Recruit chance: 20%	277
Spiceacilian	Recruit chance: 20%	278
Spiranthes	Recruit chance: 25%	280
Svarog	Recruit chance: 10%	281
Swampmonk	Recruit chance: 10%	284
Tabasco Toad	Recruit chance: 15%	278
Tempest	Recruit chance: 10%	289
Testudo	Recruit chance: 10%	289
Tezcatlipoca	Recruit chance: 3%	281
Thermadon	Recruit chance: 7%	287
Thexteron	Recruit chance: 10%	287
Tonberry	Recruit chance: 10%	285
Triffid	Recruit chance: 20%	280
Twilight Odin	Recruit chance: 100%	293
Unsaganashi	Recruit chance: 25%	278
Uridimmu	Recruit chance: 15%	277
Vespid	Recruit chance: 15%	287
Vespid Soldier	Recruit chance: 15%	287
Viking	Recruit chance: 15%	286
Vodianoi	Recruit chance: 10%	279
Vouivre	Recruit chance: 5%	281
White Chocobo	Recruit chance: 15%	285
Xolotl	Recruit chance: 3%	281
Yaksha	Recruit chance: 15%	279
Yakshini	Recruit chance: 15%	279
Yeoman	Recruit chance: 10%	286
Zaghnal	Recruit chance: 10%	283
Zwerg Metrodroid	Recruit chance: 20%	287
Zwerg Scandroid	Recruit chance: 15%	287

ADORNMENT LIST

NAME	AVAILABILITY
Blue Flower	Live Trigger Reward
Pink Flower	Chocolina (Special), Oerba (200 AF)
Golden Flower	Live Trigger Reward
White Flower	Improved Moogle Throw: The Void Beyond
Purple Flower	Chocolina (Special), Oerba (200 AF)
Crimson Flower	Chocolina (Special), Oerba (200 AF)
Aqua Ribbon	Live Trigger Reward
Pink Ribbon	Improved Moogle Throw: New Bodhum (003 AF), throw Mog in the kitchen area inside the NORA house
Orange Bow Tie	Improved Moogle Throw: Augusta Tower (300 AF), 15th Floor
Yellow-Rimmed Glasses	Quiz Reward, Academia (4XX AF), Entrance Terminal
Pink-Rimmed Glasses	Casino Shop, Serendipity
Black-Rimmed Glasses	Casino Shop, Serendipity
Gold Shades	Casino Shop, Serendipity
Violet Shades	Casino Shop, Serendipity
Vacationer's Shades	Casino Shop, Serendipity
Crown	Chocobo race Title: Super Sleuth
Coronet	Chocolina (Special), Academia (500 AF)
Orange Newsboy Cap	Treasure sphere, Bresha Ruins (005 AF)
Pink Newsboy Cap	Improved Moogle Throw: New Bodhum (003 AF), throw Mog onto the roof of Serah's room
Sky Blue Newsboy Cap	Live Trigger Reward
Red Silk Hat	Live Trigger Reward
Sky Blue Silk Hat	Quiz Reward, Academia (4XX AF), Grand Avenue Square Terminal
Train Conductor Beret	Treasure sphere, Augusta Tower (200 AF)
Train Conductor Cap	Chocobo race Title: Victorious
Chef's Hat	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Onion Knight's Helm	Chocobo race reward: Undying Cup
Academic's Hat	Live Trigger Reward
Red Mage's Chapeau	Casino Shop, Serendipity
Pink Party Hat	Improved Moogle Throw: Coliseum
Party Hat	Casino Shop, Serendipity
Tranquil Headdress	Improved Moogle Throw: Yaschas Massif (100 AF), Paddra Ruins
Whimsical Headdress	Live Trigger Reward
Headdress of Courage	Chocolina (Special), Oerba (200 AF)
Blue Moogle Bobble	Chocobo race Title: Derby Champ
Blue Feather Hairpin	Improved Moogle Throw: Oerba (200 AF)
Dusk Feather Hairpin	Improved Moogle Throw: New Bodhum (003 AF), mountain path
Chocobo Feather Pin	Improved Moogle Throw: A Dying World (700 AF)
Light Bulb	Live Trigger Reward
Red Beacon	Improved Moogle Throw: Augusta Tower (300 AF), 14th Floor
Orange Beacon	Quiz Reward, Academia (4XX AF), Entrance Terminal
Youthful Parasol	Chocolina (Special), Oerba (200 AF)
Sentimental Parasol	Chocolina (Special), Oerba (200 AF)
Summery Parasol	Live Trigger Reward
Blue Propeller	Improved Moogle Throw: New Bodhum (003 AF), throw Mog from the pier into the ocean
Red Propeller	Chocolina (Special), Oerba (200 AF)
Yellow Propeller	Live Trigger Reward
Afro	Live Trigger Reward
Halo	Chocobo race Title: Moneybags

NAME	AVAILABILITY
Fragment Crystal	Cinematic Action Reward (Atlas, unweakened)
Gold Gear	Treasure sphere, Academia (400 AF)
Silver Gear	Cinematic Action Reward (Atlas, weakened)
Shooting Star	Casino Shop, Serendipity
Gold Anchor	Improved Moogle Throw: Bresha Ruins (300 AF)
Musical Bell	Chocolina (Special), Episode 6, Academia (500 AF)
Bandaid	Improved Moogle Throw: Archylte Steppe (??? AF), Nomad camp
Bunny Ears	Casino Shop, Serendipity
Ripe Apple	Chocobo race Title: Underdog
Pumpkin Head	Live Trigger Reward
Lucky Clover	Live Trigger Reward
Suspicious Mushroom	Improved Moogle Throw: Yaschas Massif (01X AF)
Toxic Mushroom	Improved Moogle Throw: Sunleth Waterscape (300 AF), while riding the beast
Delicious Mushroom	Improved Moogle Throw: Sunleth Waterscape (300 AF)
White Tree	Chocolina (Special), Oerba (200 AF)
Festive Tree	Chocolina (Special), Oerba (200 AF)
Tropical Tree	Chocobo race Title: All-Rounder
Blue Butterfly	Live Trigger Reward
Yellow Butterfly	Improved Moogle Throw: Yaschas Massif (010 AF)
Orange Butterfly	Improved Moogle Throw: New Bodhum (003 AF), beachfront
Strawberry Ice Cream	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Rum Raisin Ice Cream	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Mint Chip Ice Cream	Chocolina (Special), Episode 5, Bresha Ruins (005 AF)
Single Horn	Treasure sphere, Archylte Steppe (??? AF)
Antler	Improved Moogle Throw: Oerba (200 AF), on top of the building in ruins, close to the treasure sphere with the Power Wristband
White Bushy Mustache	Quiz Reward, Academia (4XX AF), New Town (Southwest) Terminal
Brown Bushy Mustache	Improved Moogle Throw: Vile Peaks (010 AF), Wrack and Ruin
Masquerade Mask	Improved Moogle Throw: Coliseum
Queen's Mask	Casino Shop, Serendipity
Carnival Mask	Quiz Reward, Academia (4XX AF), Grand Avenue Square Terminal
Summoner's Mask	Casino Shop, Serendipity
Serah Mask	Treasure sphere, The Void Beyond (if you have Final Fantasy XIII save data on your console)
Mog Mask	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)
Lightning Mask	Treasure sphere, Serendipity (if you have Final Fantasy XIII save data on your console)
Retro Serah Mask	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)
Retro Mog Mask	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)
Retro Lightning Mask	Chocolina (Special), post-story, Sunleth Waterscape (300 AF)
Crystal Rose	Live Trigger Reward
Crystal Apple	Cinematic Action Reward, Proto fal'Cie Adam
Crystal Petal	Cinematic Action Reward, Zenobia
Crystal Heart	Cinematic Action Reward, Royal Ripeness
Crystal Star	Live Trigger Reward
Mog Figurine	Chocobo race reward: Omega Weapon Cup
Carbuncle Figurine	Treasure sphere, Yaschas Massif (010 AF)

ADORNMENT LIST (CONTINUED)

NAME	AVAILABILITY
Cactuar Figurine	Chocobo race reward: Nirvana Cup
Cute Cactuar Figurine	Chocobo race reward: Orphan's Cup
Mini Flan Figurine	Improved Moogle Throw: Archylte Steppe (??? AF), red flowers near Long Gui
Tonberry Figurine	Chocobo race Title: Grade-Getter
Woolly Sheep Figurine	Treasure sphere, Archylte Steppe (??? AF)
Chocobo Figurine	Live Trigger Reward
Red Chocobo Figurine	Improved Moogle Throw: Archylte Steppe (??? AF), on the cactuar-shaped rock
Blue Chocobo Figurine	Improved Moogle Throw: Vile Peaks (010 AF), Another Man's Treasure
Purple Chocobo Figurine	Improved Moogle Throw: A Dying World (700 AF)
White Chocobo Figurine	Chocobo race reward: Shaolong Gui Cup
Black Chocobo Figurine	Improved Moogle Throw: Archylte Steppe (??? AF), in the lake
Gold Chocobo Figurine	Improved Moogle Throw: New Bodhum, Meteorite Impact Site
Silver Chocobo Figurine	Improved Moogle Throw: A Dying World (700 AF)
Red Chocobo Chick	Chocobo race Title: Bird on Fire
Blue Chocobo Chick	Improved Moogle Throw: Augusta Tower (300 AF), 12th Floor
Purple Chocobo Chick	Improved Moogle Throw: A Dying World (700 AF)
White Chocobo Chick	Live Trigger Reward
Black Chocobo Chick	Improved Moogle Throw: Vile Peaks, Another Man's Treasure
Gold Chocobo Chick	Improved Moogle Throw: Archylte Steppe (??? AF), throw Mog at the cactuar-shaped rock
Silver Chocobo Chick	Improved Moogle Throw: A Dying World (700 AF)
Yellow Chick in Afro	Chocobo (rare drop: 1%)
Afro & Red Chick	Red Chocobo (rare drop: 1%)
Afro & Blue Chick	Blue Chocobo (rare drop: 1%)
Afro & Purple Chick	Purple Chocobo (rare drop: 1%)
Afro & White Chick	White Chocobo (rare drop: 1%)
Afro & Black Chick	Black Chocobo (rare drop: 1%)
Mog's Clock	Live Trigger Reward
Staff of Judgment	Improved Moogle Throw: Coliseum
Grudge Knife	Quiz Reward, Academia (4XX AF), New Town (North) Terminal
Caius's Sword	Live Trigger Reward
Frying Pan	Chocobo race Title: Trooper
White Guitar	Improved Moogle Throw: A Dying World (700 AF)
Blue Guitar	Improved Moogle Throw: Academia (4XX AF), New Town
Electric Guitar	Chocobo race Title: Speedster
Long Gui's Shell	Improved Moogle Throw: A Dying World (700 AF); Casino Shop, Serendipity
Adamantoise Shell	Improved Moogle Throw: Archylte Steppe (??? AF), Plains of Eternity
Dragon Hide Backpack	Live Trigger Reward
Long Gui Backpack	Chocolina (Special), Episode 6, Academia (500 AF)
Sahagin Hide Backpack	Improved Moogle Throw: Oerba, Ashensand
Moogle Wing	Improved Moogle Throw: Augusta Tower (300 AF), 13th Floor
Cie'th Wing	Chocobo race reward: Tonberry Cup
Aqua Fairy Wings	Improved Moogle Throw: Yaschas Massif (110 AF)
Snowy Fairy Wings	Quiz Reward, Academia (4XX AF), New Town (Southwest) Terminal
Fairy Wings	Chocolina (Special), Oerba (200 AF)
Gold Medal	Chocobo race Title: Weaponmeister
Silver Medal	Chocobo race Title: Monster Hunter
Bronze Medal	Chocobo race Title: King of Cocoon
Mark of the l'Cie	Treasure sphere, Academia (400 AF)
Mark of Etro	Chocobo race Title: Supreme fal'Cie Chocobo
Mark of Lindzei	Chocobo race Title: Guardian Eliminator
Behemoth Crest	Quiz Reward, Academia (4XX AF), New Town (North) Terminal
Flower Pattern	Quiz Reward, Academia (4XX AF), Grand Avenue Square Terminal
Black Tattoo	Improved Moogle Throw: Yaschas Massif (010 AF), Paddra Ruins, near the fal'Cie
Pink Tattoo	Chocolina (Special), Academia (4XX AF)
Tattoo	Improved Moogle Throw: Vile Peaks, Dismal Dunescape
Stormy Motors Logo	Improved Moogle Throw: Bresha Ruins (005 AF), inside Atlas's hand
Sky Blue NORA Symbol	Improved Moogle Throw, New Bodhum (700 AF)
Green NORA Symbol	Chocolina (Special), Academia (4XX AF)
NORA Symbol	Live Trigger Reward
Canned Sheep Logo	Chocobo race reward: Lindzei Cup
Canned Coyo Logo	Chocobo race reward: Pulse Cup
Lebreau's Black Tattoo	Improved Moogle Throw, New Bodhum (700 AF)
Lebreau's Olive Tattoo	Live Trigger Reward
Lebreau's Violet Tattoo	Chocobo race Title: Fortitude
Gadot's Black Emblem	Improved Moogle Throw, New Bodhum (700 AF)
Gadot's Blue Emblem	Improved Moogle Throw: New Bodhum (003 AF), beachfront
Gadot's Red Emblem	Quiz Reward, Academia (4XX AF), Entrance Terminal
Guardian Corps Badge	Improved Moogle Throw: Academia (4XX AF), throw Mog near the Gate to the east
Guard's Ravager Badge	Chocobo race reward: Fifth Ark Cup
Red Commando Badge	Treasure sphere, Augusta Tower (300 AF)
Guard's Medic Badge	Chocolina (Special), Academia (4XX AF)
Pilot's Badge	Chocobo race reward: Cactuar Cup
Green Pilot's Badge	Improved Moogle Throw: Archylte Steppe (??? AF), in the lake
Blue Pilot's Badge	Treasure sphere, Augusta Tower (300 AF)
Orange Pilot's Badge	Quiz Reward, Academia (4XX AF), New Town (Southwest) Terminal
Blue PSICOM Spaulders	Treasure sphere, Augusta Tower (300 AF)
Red PSICOM Spaulders	Quiz Reward, Academia (4XX AF), New Town (North) Terminal
Green PSICOM Spaulders	Improved Moogle Throw: Academia, Grand Avenue
PSICOM Lapel Pin	Improved Moogle Throw: Augusta Tower (200 AF)
PSICOM Officer Pin	Chocolina (Special), Academia (4XX AF)
Upper Rank Insignia	Chocolina (Special), Academia (4XX AF)
Lower Rank Insignia	Chocolina (Special), Academia (4XX AF)
Gold Padlock	Chocolina (Special), Oerba (200 AF)
Silver Padlock	Improved Moogle Throw: Academia, Research Facility
Gold Brooch	Chocolina (Special), Academia (4XX AF)
Silver Brooch	Improved Moogle Throw: Academia, Grand Avenue

Chocolina's inventory is regularly expanded as you encounter her in new areas, with her stocks for all previously visited sites updated to carry new items. There is one exception to this rule: items in her Special category are unique to the location where they appear.

In all the optional Historia Crux locations that do not appear in these tables, Chocolina will sell the items that you have unlocked so far, plus Gysahl Greens in her Special list.

CHOCOLINA: BRESHA RUINS (005 AF)

CATEGORY	ITEM	PRICE
Consumables	Potion	160
	Phoenix Down	1,600
	Remedy	250
Weapons	Meteorblaze	960
	Howling Soul	960
Accessories	Iron Bangle	300
	Black Belt	500
	Rune Bracelet	500
	Star Pendant	650
	Pearl Necklace	650
	Warding Talisman	650
Monster Materials	Potent Droplet	80
	Potent Bolt	80
Special	Gysahl Greens	300
Special: after reaching Augusta Tower (200 AF)	General's Belt	1,800
	Witch's Bracelet	1,800
	Delicate Royal Armlet	2,500
	Durable Royal Armlet	7,500
	Delicate Entite Ring	6,000
	Durable Entite Ring	6,000
	Mint Chip Ice Cream	500
	Strawberry Ice Cream	500
	Rum Raisin Ice Cream	500
	Chef's Hat	1,000

CHOCOLINA: SUNLETH WATERSCAPE (300 AF)

CATEGORY	ITEM	PRICE
Accessories	Frost Ring	1,000
	Spark Ring	1,000
	Zephyr Ring	1,000
Special: after reaching Academia (4XX AF)	Blaze Ring	4,200
	Icicle Ring	4,200
	Fulmen Ring	4,200
	Gale Ring	4,200
Special: post-story	Delicate Fire Aegis	5,000
	Delicate Ice Aegis	5,000
	Delicate Lightning Aegis	5,000
	Delicate Wind Aegis	5,000
	Mog Mask	10,000
	Retro Serah Mask	10,000
	Retro Lightning Mask	10,000
	Retro Mog Mask	10,000

CHOCOLINA: ARCHYLTE STEPPE (??? AF)

CATEGORY	ITEM	PRICE
Accessories	Delicate Ember Ring	1,500
	Durable Ember Ring	500
	Delicate Frost Ring	1,500
	Durable Frost Ring	500
Special	Gysahl Greens	300
	Durable Star Pendant	1,300
	Durable Pearl Necklace	1,300
	Durable Warding Talisman	1,300
	Durable Hypnocrown	16,000
	Durable Grimoire Hat	20,000
Special: after reaching Yaschas Massif (01X AF)	Durable Metal Armband	1,300
	Durable Serenity Sachet	1,300
Special: after reaching Augusta Tower (200 AF)	Durable Guardian Amulet	4,400
	Durable Auric Amulet	4,400
	Durable Watchman's Amulet	4,400
	Durable Hero's Amulet	4,400
	Durable Saint's Amulet	4,400
	Durable Zealot's Amulet	4,400
Special: after reaching Academia (4XX AF)	Durable Sniper's Eye	4,400
	Durable Twist Headband	4,400
	Durable Bloodguard	4,400
Special: after reaching Academia (500 AF)	Durable Obsidian Choker	1,300
	Durable White Cape	1,300
	Durable Pain Dampener	1,300
Special: Post-story	Delicate Collector Catalog	20,000
	Durable Collector Catalog	40,000
	Delicate Hermes Sandals	10,000
	Durable Hermes Sandals	40,000
	Delicate Ribbon	10,000

CHOCOLINA: YASCHAS MASSIF (010 AF)

CATEGORY	ITEM	PRICE
Consumables	Antidote	100
	Wound Potion	300
	Holy Water	100
	Painkiller	100
	Mallet	100
	Wax	100
Weapons	Lunar Stinger	2,000
	Volatile Spark	2,000
	Amazon Bow	780
	Survivor's Edge	780
	Faerie's Bow	780
	Rune Tooth	780
Accessories	Power Wristband	1,000
	Magician's Mark	1,000
	Metal Armband	850
	Serenity Sachet	850
	Delicate Iron Bangle	450
	Durable Iron Bangle	150
	Delicate Black Belt	750
	Durable Black Belt	250
	Delicate Rune Bracelet	750
	Durable Rune Bracelet	250
Monster Materials	Power Droplet	80
	Mana Droplet	80
	Vitality Droplet	80
	Power Bolt	80
	Mana Bolt	80
	Vitality Bolt	80

CHOCOLINA: OERBA (200 AF)

CATEGORY	ITEM	PRICE
Accessories	Delicate Power Wristband	1,500
	Durable Power Wristband	500
	Delicate Magician's Mark	1,500
	Durable Magician's Mark	500
	Delicate Metal Armband	325
	Delicate Serenity Sachet	325
	Delicate Star Pendant	325
	Delicate Pearl Necklace	325
	Delicate Warding Talisman	325
Special	Delicate Hypnocrown	4,000
	Fairy Wings	100
	Red Propeller	500
	Headdress of Courage	300
	Youthful Parasol	300
	Sentimental Parasol	300
	Gold Padlock	300
	Crimson Flower	300
	Pink Flower	300
	Purple Flower	300
	White Tree	300
	Festive Tree	300

CHOCOLINA: ACADEMIA (400 AF)

CATEGORY	ITEM	PRICE
Weapons	Raging Arc	4,500
	Blazing Spirit	4,500
	Fellowship Arc	1,520
	Avenger's Edge	1,520
	Rune Feather	1,520
	Sargatanas	1,520
Accessories	Delicate Silver Bangle	750
	Durable Silver Bangle	250
Monster Materials	Power Sliver	400
	Mana Sliver	400
	Vitality Sliver	400
	Power Chip	400
	Mana Chip	400
	Vitality Chip	400
Special	Guardian Amulet	2,200
	Delicate Guardian Amulet	1,100
	Auric Amulet	2,200
	Delicate Auric Amulet	1,100
	Watchman's Amulet	2,200
	Delicate Watchman's Amulet	1,100
	Hero's Amulet	2,200
	Delicate Hero's Amulet	1,100
	Saint's Amulet	2,200
	Delicate Saint's Amulet	1,100
	Zealot's Amulet	2,200
	Delicate Zealot's Amulet	1,100

CHOCOLINA: YASCHAS MASSIF (01X AF)

CATEGORY	ITEM	PRICE
Special	Silver Bangle	500
Special: after reaching Academia (500 AF)	Brawler's Wristband	4,000
	Shaman's Mark	4,000
	Durable Kaiser Knuckles	18,000
	Durable Magistral Crest	18,000

CHOCOLINA: AUGUSTA TOWER (200 AF)

CATEGORY	ITEM	PRICE
Accessories	Delicate Spark Ring	1,500
	Durable Spark Ring	500
	Delicate Zephyr Ring	1,500
	Durable Zephyr Ring	500
Special	Sniper's Eye	2,200
	Delicate Sniper's Eye	1,100
	Twist Headband	2,200
	Delicate Twist Headband	1,100
	Bloodguard	2,200
	Delicate Bloodguard	1,100

CHOCOLINA: ACADEMIA (4XX AF)

CATEGORY	ITEM	PRICE
Accessories	Delicate General's Belt	2,700
	Durable General's Belt	900
	Delicate Witch's Bracelet	2,700
	Durable Witch's Bracelet	900
Special	Guardian Amulet	2,200
	Delicate Guardian Amulet	1,100
	Auric Amulet	2,200
	Delicate Auric Amulet	1,100
	Watchman's Amulet	2,200
	Delicate Watchman's Amulet	1,100
	Hero's Amulet	2,200
	Delicate Hero's Amulet	1,100
	Saint's Amulet	2,200
	Delicate Saint's Amulet	1,100
	Zealot's Amulet	2,200
	Delicate Zealot's Amulet	1,100
	Pink Tattoo	300
	Green NORA Symbol	300
	Lower Rank Insignia	500
	Gold Brooch	500
	Guard's Medic Badge	3,000
	Upper Rank Insignia	500
	PSICOM Officer Pin	500

CHOCOLINA: ACADEMIA (500 AF)

CATEGORY	ITEM	PRICE
Weapons	Izanami	12,000
	Vajradanda	12,000
	Fatal Barb	5,200
	Fragarach	5,200
	Eurytos's Bow	5,200
	Orochi	5,200
Accessories	Delicate Gold Bangle	6,300
	Durable Gold Bangle	2,100
	Delicate Blaze Ring	6,300
	Durable Blaze Ring	2,100
	Delicate Icicle Ring	6,300
	Durable Icicle Ring	2,100
	Delicate Fulmen Ring	6,300
	Durable Fulmen Ring	2,100
	Delicate Gale Ring	6,300
	Durable Gale Ring	2,100
	Delicate Brawler's Wristband	6,000
	Durable Brawler's Wristband	2,000
	Delicate Shaman's Mark	6,000
	Durable Shaman's Mark	2,000
	Delicate Pain Dampener	325
	Delicate White Cape	325
	Delicate Obsidian Choker	325
Monster Materials	Power Orb	800
	Mana Orb	800
	Vitality Orb	800
	Power Essence	2,600
	Mana Essence	2,600
	Vitality Essence	2,600
	Power Engine	800
	Mana Engine	800
	Vitality Engine	800
	Power Booster	2,600
	Mana Booster	2,600
	Vitality Booster	2,600
Special	Coronet	5,000
	Long Gui Backpack	300
	Musical Bell	300
Weapons: post-story	Sagittarius	80,000
	Mac an Luin	80,000
	Arcus Chronica	150,000
	In Paradisum	150,000
Monster Materials: post-story	Potent Crystal	8,000
	Potent Generator	8,000

CHOCOLINA: A DYING WORLD (700 AF)

CATEGORY	ITEM	PRICE
Weapons	Trollspike	2,280
	Shellbreaker	2,280
	Angel's Bow	2,280
	Nomad's Machete	2,280
Accessories	Pain Dampener	650
	White Cape	650
	Obsidian Choker	650

CASINO SHOP

ITEM	COINS
Wild Artefact	10,000
Shuffle	50
Shuffle (Common)	200
Shuffle (Graded)	200
Chocoboost	200
Chocobull	500
Phoenix Down	400
Librascope	4,000
Unicorn Horn	1,600
Phoenix Blood	1,600
Elixir	30,000
Ribbon	10,000
Summoner's Mask	5,000
Party Hat	10,000
Shooting Star	1,000
Black-Rimmed Glasses	3,000
Pink-Rimmed Glasses	3,000
Long Gui's Shell	3,000
Bunny Ears	10,000
Red Mage's Chapeau	10,000
Queen's Mask	3,000
Vacationer's Shades	3,000
Gold Shades	3,000
Violet Shades	3,000
Chaos Crystal	10,000
Just 1 gil!	9,800
Setzer's Dice	10,000

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BESTIARY

This chapter reveals invaluable information on the hundreds of assailants you can encounter (and potentially capture) during your travels through the Historia Crux. Be sure to read the short introduction overleaf to make the best possible use of each enemy data sheet.

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ENEMY SHEET STRUCTURE

All enemy data sheets in this chapter share a standardized format for quick and easy reference. The information they contain includes the data offered by the in-game Enemy Intel files, but with many additions and revelations that the game itself does not divulge. The meaning of each cell is detailed on this page.

CHOCOBO

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
10,000	75	75	90	100
		Keep	Launch	Libra
66	200%	15	Resistant	30

-	-	-	x2	-	-

Chocobo Plume		30%
Yellow Chick in Afro		1%

0%	0%	45%	IMM	45%
45%	45%	45%	45%	20%
45%	45%	45%	0%	0%
100%				COM

Notes May flee from battle. Attacks quickly and relentlessly. Employs powerful wind-based attacks.

1 Habitat: The map area where you encounter the creature for the first time, and other known habitats where applicable.

2 Damage Affinities: The way in which the enemy reacts to the different types of damage you can inflict. The meaning of each icon is revealed here:

Damage Types

Damage Vulnerabilities: There are six possible reactions to every type of attack, each corresponding to a calculation applied to the base damage. These are as follows:

REACTION	MEANING
x2	Enemy has a weakness, damage is doubled.
-	Normal damage.
1/2	Damage is halved.
1/10	Enemy is resistant, damage is divided by ten.
IMM	Enemy is immune to damage type.
ABS	Damage absorbed: your attacks will actually heal the target (up to 30% of the usual damage).

3 Status Ailment Resistance: Shows, by percentage, how resistant your opponent is to debuffs: 0% indicates weakness, while IMM is used to represent 100% immunity. The meaning of the icons used is as follows:

Status Ailments

4 HP: The amount of damage that the creature can endure, in Hit Points, before it is defeated.

Strength: The Strength attribute of the enemy: the higher this is, the more damage its physical attacks will inflict.

Magic: The Magic attribute of the enemy: the higher the number, the more damage it can deal when it employs magical attacks.

CP: The sum of Crystogen Points each of your characters will receive for defeating the target.

Gil: The sum of gil your party will receive for defeating the target.

ENEMY CLASSIFICATION

For maximum clarity, all enemies in our Bestiary are sorted in the same order as their in-game Bestiary entries. If you are looking for specific monsters as part of the Monster Professor side quest, you can use this to track down the creatures you're still missing. The classification used is as follows:

TYPE	SUBTYPE	PAGE
Rift Beasts	Vermin	276
	Voidborn	276
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Feral Creatures	Beast	277
	Terraquatic	277
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TYPE	SUBTYPE	PAGE
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Ancient Automata	Pulsework Soldier	288
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Cie'th	Shambling Cie'th	290
	Winged Cie'th	291
	Unusual Cie'th	291
	Undying	291
Special	Protector	292
	Fal'Cie	292
	Eidolon	293
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5 **Chain Resistance** (): The higher this value, the longer it will take to fill the enemy's Chain Gauge.

Stagger Point (): The Chain Bonus percentage required to cause a Stagger.

Keep: The higher this is, the more difficult it is to interrupt the enemy's actions.

Launch: This tells you if a monster can be Launched ("weakness"), if it has to be Staggered for this to be possible ("resistant"), or if it cannot be Launched at all ("immune").

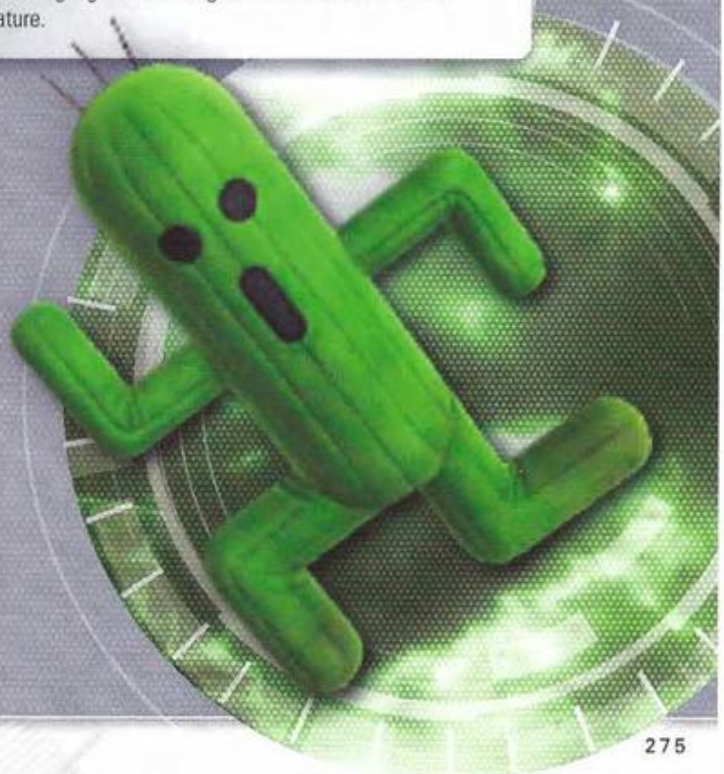
Libra: The lower this value, the more times you will need to defeat the enemy to reveal all of its details in the in-game Bestiary (which requires a Libra total of 1,000). For rare or tough monsters with a value less than 1,000, you may decide to use a Librascope to avoid having to defeat them more than once.

6 **Common Drop** (): The enemy's common drop, with your base chance of obtaining the item after battle.

Rare Drop (): The enemy's rare drop, with your base chance of obtaining the item.

7 **Recruit Chance** (): This shows the base probability for a monster to turn into a crystal and be tamed when you defeat it, as well as its role.

8 **Notes:** Highlights the strengths and weaknesses of the creature.



RIFT BEASTS

NEKTON

Habitat New Bodhum (003 AF), Bresha Ruins (005 AF), The Void Beyond

HP	Strength	Magic	CP	Gil
180	7	7	4	10
		Keep	Launch	Libra
0	110%	5	Weakness	30

Potion	10%	
Phoenix Down	5%	

20%	20%	20%	20%	IMM
IMM	IMM	20%	IMM	20%
20%	20%	20%	0%	0%
		15%		WAV

Notes -

CLIONE

Habitat Derba (200 AF), The Archylte Steppe (777 AF), The Void Beyond

HP	Strength	Magic	CP	Gil
1,980	65	65	40	54
		Keep	Launch	Libra
0	200%	5	Weakness	20

Potent Droplet	25%	
Power Sliver	5%	

30%	30%	30%	30%	IMM
IMM	IMM	30%	IMM	20%
30%	30%	45%	0%	0%
		20%		SYN

Notes Uses Vigilance to prevent ability interruption. Capable of bestowing Protect.

PLEUSTON

Habitat The Void Beyond (777 AF), A Dying World (700 AF), New Bodhum (700 AF), Academia (500 AF)

HP	Strength	Magic	CP	Gil
8,550	35	110	75	180
		Keep	Launch	Libra
50	150%	10	Weakness	20

Potent Orb	30%	
Potent Essence	5%	

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
		10%		WAV

Notes Attacks quickly and relentlessly.

MEGNEKTON

Habitat New Bodhum (003 AF), Bresha Ruins (005 AF), The Void Beyond

HP	Strength	Magic	CP	Gil
550	15	21	12	20
		Keep	Launch	Libra
0	110%	15	Weakness	30

Potion	15%	
Phoenix Down	5%	

20%	20%	20%	20%	IMM
IMM	IMM	20%	IMM	20%
20%	20%	20%	0%	0%
		15%		COM

Notes -

CHELICERATA

Habitat Derba (200 AF), The Archylte Steppe (777 AF), The Void Beyond

HP	Strength	Magic	CP	Gil
5,800	72	120	70	72
		Keep	Launch	Libra
20	200%	15	Weakness	20

Potent Sliver	20%	
Mana Sliver	10%	

30%	30%	30%	30%	IMM
IMM	IMM	30%	IMM	20%
20%	30%	45%	0%	0%
		20%		SAB

Notes Capable of inflicting Daspetact.

PANTOPODA

Habitat The Void Beyond (777 AF), A Dying World (700 AF), New Bodhum (700 AF), Academia (500 AF)

HP	Strength	Magic	CP	Gil
16,500	220	200	75	180
		Keep	Launch	Libra
60	300%	25	Immune	20

Potent Booster	30%	
Phoenix Blood	2%	

20%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
		10%		SAB

Notes Employs wounding attacks that reduce maximum HP. Capable of inflicting Deshell.

COGMAGOG

Habitat New Bodhum (003 AF)

HP	Strength	Magic	CP	Gil
4,200	110	10	300	450
		Keep	Launch	Libra
60	170%	60	Immune	51

Phoenix Down	100%	
Power Wristband	5%	

0%	0%	45%	45%	45%
45%	45%	45%	45%	20%
45%	45%	45%	0%	0%
		-		

Notes -

COGMAGOG

Habitat New Bodhum (003 AF)

HP	Strength	Magic	CP	Gil
4,200	70	10	300	450
		Keep	Launch	Libra
60	120%	60	Immune	51

Phoenix Down	100%	
Power Wristband	5%	

0%	0%	45%	45%	45%
45%	45%	45%	45%	20%
45%	45%	45%	0%	0%
		-		

Notes -

COGMAGOG

Habitat A Dying World (700 AF)

HP	Strength	Magic	CP	Gil
145,400	307	155	300	450
		Keep	Launch	Libra
50	200%	80	Immune	800

Potent Orb	100%	
-	-	

30%	30%	IMM	IMM	30%
50%	50%	IMM	IMM	20%
30%	30%	IMM	30%	IMM
		-		

Notes Delivers devastating physical attacks. Executes powerful magic attacks. Employs wounding attacks that reduce maximum HP.

ALOEIDAI

Habitat Yaschas Massif (619 AF)

HP	Strength	Magic	CP	Gil
52,960	176	99	0	0
		Keep	Launch	Libra
60	150%	60	Immune	500

-	-	
-	-	

IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	20%
50%	50%	IMM	30%	0%
		-		

Notes Delivers devastating physical attacks. Executes powerful magic attacks. Employs physical and magical combination attacks. Capable of temporary damage resistance.

PACOS AMETHYST

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
250,400	160	160	0	0
		Keep	Launch	Libra
60	200%	95	Immune	500

Scarletite	30%	
Platinum Ingot	1%	

40%	40%	IMM	IMM	IMM
IMM	IMM	IMM	IMM	20%
-	-	x2	ABS	1/2	1/2
70%	70%	IMM	30%	0%
		-		

Notes Employs powerful ice-based attacks. Vulnerable to fire damage. Employs non-elemental attacks. Revives fallen allies.

PACOS LUVULITE

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
250,400	160	160	0	0
		Keep	Launch	Libra
60	200%	95	Immune	500

Scarletite	30%	
Platinum Ingot	1%	

40%	40%	IMM	IMM	IMM
IMM	IMM	IMM	IMM	20%
-	-	ABS	x2	1/2	1/2
70%	70%	IMM	30%	0%
		-		

Notes Employs powerful fire-based attacks. Vulnerable to ice damage. Employs non-elemental attacks. Revives fallen allies.

FERAL CREATURES

SILVER LOBO

Habitat: The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
10,847	115	45	120	145

		Keep	Launch	Libra	
80	170%	25	Weakness	50	
-	-	-	x2	-	-

Potent Silver	33%	30% 30% 45% 6% 0%
Power Silver	5%	30% 20% SAB

30%	30%	30%	IMM	30%
30%	30%	30%	30%	20%
-	-	-	-	-

Notes: Capable of inflicting Poison. Delivers devastating physical attacks.

GOGGOROPSIS

Habitat: New Bodhum (003 AF)

HP	Strength	Magic	CP	Gil
850	22	15	28	35

		Keep	Launch	Libra	
50	200%	15	Weakness	30	
-	-	x2	-	-	-

Potion	33%	20% 20% 20% 70% 0%
Power Wristband	5%	20% 15% COM

20%	20%	20%	20%	20%
20%	20%	20%	20%	0%
-	-	-	-	-

Notes: Capable of bestowing Bravery.

ORIOSSARO

Habitat: Bresha Ruins (005 AF), Yaschas Massif (010 AF), Yaschas Massif (01X AF)

HP	Strength	Magic	CP	Gil
1,000	75	50	40	45

		Keep	Launch	Libra	
50	100%	15	Weakness	50	
-	-	x2	-	-	-

Remedy	25%	25% 25% 25% 0% 0%
Potent Droplet	5%	25% 15% COM

25%	25%	25%	IMM	25%
25%	25%	25%	25%	0%
-	-	-	-	-

Notes: Capable of inflicting Poison. Delivers devastating physical attacks.

MÂHAGARSUK

Habitat: Academia (320 AF)

HP	Strength	Magic	CP	Gil
63,540	420	312	200	800

		Keep	Launch	Libra	
30	500%	40	Weakness	20	
1/2	1/2	-	-	ABS	x2

Potent Essence	20%	30% 30% 50% 30% 0%
Spined Horn	5%	30% 10% COM

50%	50%	IMM	50%	50%
90%	90%	50%	90%	50%
-	-	-	-	-

Notes: Employs powerful lightning-based attacks. Capable of inflicting Curse. Capable of inflicting Imperil.

OGALLU

Habitat: Yaschas Massif (110 AF)

HP	Strength	Magic	CP	Gil
141,200	254	724	450	1,013

		Keep	Launch	Libra	
50	180%	35	Ignore	1,000	
-	1/2	-	-	1/2	1/2

Vitality Orb	100%	30% 30% 0% IMM 0%
-	-	- - -

90%	70%	30%	IMM	IMM
IMM	50%	IMM	IMM	50%
-	-	-	-	-

Notes: Capable of inflicting Poison. Capable of inflicting Curse. Executes powerful magic attacks. Delivers devastating physical attacks.

ALBINO LOBO

Habitat: Bresha Ruins (005 AF)

HP	Strength	Magic	CP	Gil
3,200	150	100	80	90

		Keep	Launch	Libra	
75	200%	25	Weakness	20	
-	1/2	x2	-	-	-

Phoenix Down	10%	25% 25% 25% 0% 6%
Vitality Shiva	5%	25% 15% RAV

25%	25%	25%	IMM	25%
25%	25%	25%	25%	0%
-	-	-	-	-

Notes: Capable of inflicting Poison. Delivers devastating physical attacks.

BLOODMANE BASS

Habitat: Oerba (300 AF)

HP	Strength	Magic	CP	Gil
2,531	85	89	24	54

		Keep	Launch	Libra	
30	125%	5	Weakness	30	
-	-	x2	1/2	x2	-

Power Silver	25%	0% 0% 0% 0% 0%
Milleriz	5%	0% 10% RAV

0%	0%	0%	0%	6%
0%	0%	6%	9%	0%
-	-	-	-	-

Notes: Relatively low HP.

BRESHAN BASS

Habitat: Oerba (300 AF)

HP	Strength	Magic	CP	Gil
8,325	133	151	81	139

		Keep	Launch	Libra	
83	160%	15	Weakness	30	
-	-	x2	1/2	x2	-

Mana Silver	25%	30% 30% 30% 0% 0%
Milleriz	5%	30% 10% SAB

30%	30%	30%	30%	30%
30%	30%	30%	30%	0%
-	-	-	-	-

Notes: Capable of inflicting Poison.

RIDGE FROG

Habitat: The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
8,100	114	114	40	63

		Keep	Launch	Libra	
10	130%	5	Weakness	30	
-	-	x2	IMM	x2	x2

Potent Essence	15%	30% 30% 0% 0% 0%
Mana Crystal	2%	30% 10% SAB

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
-	-	-	-	-

Notes: Capable of inflicting Deprotect. Attacks quickly and relentlessly.

MUD FROG

Habitat: The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
38,600	257	257	107	167

		Keep	Launch	Libra	
83	160%	15	Weakness	50	
-	-	-	IMM	x2	-

Potent Essence	15%	30% 30% 0% 0% 0%
Power Crystal	2%	30% 10% RAV

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
-	-	-	-	-

Notes: Calls allies.

CERATOSAUR

Habitat: Sunleth Waterscape (300 AF)

HP	Strength	Magic	CP	Gil
1,969	42	26	35	70

		Keep	Launch	Libra	
0	120%	5	Weakness	30	
-	-	x2	-	x2	x2

Potent Silver	25%	30% 30% 0% 0% 0%
Moistened Scale	5%	30% 20% SAB

15%	15%	0%	30%	30%
30%	30%	30%	30%	20%
-	-	-	-	-

Notes: Capable of inflicting Imperil. Capable of inflicting Slow.

CERATOPAPION

Habitat: Sunleth Waterscape (300 AF)

HP	Strength	Magic	CP	Gil
9,650	50	80	50	100

		Keep	Launch	Libra	
75	150%	5	Weakness	20	
-	-	x2	-	x2	x2

Potent Silver	23%	20% 20% 0% 0% 0%
Moistened Scale	5%	20% 20% RAV

25%	25%	0%	30%	30%
30%	30%	70%	30%	20%
-	-	-	-	-

Notes: Calls allies. High damage-dealing potential.

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FERAL CREATURES

SPICEACHIAN

Habitat New Bodhum (033 AF)

HP	Strength	Magic	CP	Gil
130	30	9	8	10
		Keep	Launch	Libra
75	200%	5	Weakness	30
-	-	-	x2	-
Potion				10%
Potion				5%

20%	20%	20%	20%	20%
20%	20%	20%	20%	0%
20%	20%	20%	0%	0%
20%			20%	RAV

Notes -

TABASCO TOAD

Habitat New Bodhum (033 AF)

HP	Strength	Magic	CP	Gil
1,260	90	29	60	70
		Keep	Launch	Libra
75	200%	15	Weakness	30
-	-	-	x2	-
Potion				15%
Phoenix Down				5%

20%	20%	20%	20%	20%
20%	20%	20%	20%	0%
20%	20%	20%	0%	0%
20%			15%	RAV

Notes Susceptible to Curse and effects of Vigilante.

PITTERPATTER

Habitat Yaschas Massif (100 AF)

HP	Strength	Magic	CP	Gil
7,510	60	108	60	130
		Keep	Launch	Libra
20	100%	5	Weakness	30
-	-	-	ABS	x2	1/2
Power Sliver				20%
Power Orb				5%

30%	30%	30%	30%	0%
0%	30%	30%	30%	30%
0%	0%	0%	0%	0%
0%			10%	SAB

Notes Capable of inflicting Imperil. Capable of inflicting Deshell.

CHUNERPETON

Habitat Yaschas Massif (110 AF)

HP	Strength	Magic	CP	Gil
7,350	88	89	38	88
		Keep	Launch	Libra
90	100%	5	Weakness	30
-	-	-	1/10	x2	-
Vitality Sliver				30%
Mana Droplet				5%

30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
0%	0%	0%	0%	0%
0%			10%	COM

Notes -

GREMLIN

Habitat Bresha Ruins (005 AF)

HP	Strength	Magic	CP	Gil
640	10	70	23	27
		Keep	Launch	Libra
0	140%	5	Weakness	30
1/2	-	x2	1/2	1/2	1/2
Potent Elixir				33%
-				-

25%	25%	25%	25%	25%
60%	0%	25%	25%	0%
25%	25%	25%	0%	0%
25%			30%	RAV

Notes Vulnerable to fire damage. Susceptible to Fog.

GARGHMACERA

Habitat Bresha Ruins (005 AF)

HP	Strength	Magic	CP	Gil
640	10	70	23	27
		Keep	Launch	Libra
0	140%	5	Weakness	30
1/2	-	1/2	x2	1/2	1/2
Potent Droplet				33%
-				-

25%	25%	25%	25%	25%
60%	0%	25%	25%	0%
25%	25%	25%	0%	0%
25%			30%	RAV

Notes Vulnerable to ice damage. Susceptible to Fog.

IMP

Habitat Yaschas Massif (110 AF)

HP	Strength	Magic	CP	Gil
4,320	65	85	50	128
		Keep	Launch	Libra
90	120%	5	Weakness	30
-	1/2	1/2	1/2	1/2	1/2
Mana Sliver				25%
Vitality Sliver				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
30%			10%	SYN

Notes Capable of bestowing Bravery.

AHRIMAN

Habitat Yaschas Massif (100 AF)

HP	Strength	Magic	CP	Gil
6,954	195	185	57	153
		Keep	Launch	Libra
90	140%	15	Weakness	30
-	-	-	-	-	-
Potent Sliver				30%
Vitality Droplet				5%

30%	30%	30%	30%	90%
90%	90%	30%	90%	30%
30%	30%	30%	0%	0%
30%			10%	SAB

Notes Executes powerful magic attacks.

BAHAMAMA

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
10,590	76	76	50	100
		Keep	Launch	Libra
60	200%	15	Weakness	20
1/10	-	-	-	-	-
Potent Orb				20%
Starblossom Seed				5%

30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
30%	30%	30%	0%	0%
30%			10%	SAB

Notes -

MIMI

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
10,590	76	76	50	100
		Keep	Launch	Libra
60	200%	15	Weakness	20
-	1/10	-	-	-	-
Potent Orb				20%
Starblossom Seed				5%

30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
30%	30%	30%	0%	0%
30%			10%	SAB

Notes -

FACHAN

Habitat Sunleth Waterscape (300 AF), Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
2,400	25	85	40	85
		Keep	Launch	Libra
0	150%	5	Weakness	20
1/2	1/2	-	-	1/2	x2
Mana Sliver				25%
Scaled Wing				5%

15%	15%	15%	30%	30%
30%	20%	30%	30%	20%
30%	30%	45%	0%	0%
30%			25%	SYN

Notes Employs powerful lightning-based attacks.

ONSAGAMASHI

Habitat Sunleth Waterscape (300 AF), Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
2,400	25	85	40	85
		Keep	Launch	Libra
0	150%	5	Weakness	20
1/2	1/2	-	-	x2	1/2
Mana Sliver				25%
Scaled Wing				5%

15%	15%	15%	30%	30%
30%	20%	30%	30%	20%
30%	30%	45%	0%	0%
30%			25%	SAB

Notes Employs powerful wind-based attacks.

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AMANOJAKU

Habitat Bresha Ruins (005 AF)

HP	Strength	Magic	CP	Gil
1,280	20	140	46	51

Keep	Launch	Libra
192%	5	Weakness 20

1/2	-	x2	1/2	1/2	1/2

Potent Silver	20%
Thickened Hide	5%

25%	25%	25%	25%	25%
60%	0%	25%	25%	0%
25%	25%	25%	0%	0%

10% SYN

Notes Vulnerable to fire damage. Susceptible to Fog.

NOTSUGO

Habitat Bresha Ruins (005 AF)

HP	Strength	Magic	CP	Gil
1,280	20	140	46	51

Keep	Launch	Libra
192%	5	Weakness 20

1/2	-	1/2	x2	1/2	1/2

Potent Silver	20%
Thickened Hide	5%

25%	25%	25%	25%	25%
60%	0%	25%	25%	0%
25%	25%	25%	0%	0%

10% RAV

Notes Vulnerable to ice damage. Susceptible to Fog.

APOTAMKIN

Habitat A Dying World (700 AF), New Bodhum (700 AF)

HP	Strength	Magic	CP	Gil
6,940	10	170	100	100

Keep	Launch	Libra
95	200%	25	Weakness 20

1/2	-	1/2	1/2	1/2	1/2

Potent Orb	30%
Enigmatic Fluid	5%

30%	30%	30%	30%	30%
30%	30%	0%	30%	20%
30%	30%	30%	30%	0%

2% RAV

Notes Executes powerful magic attacks. Susceptible to Curse.

YAKSHA

Habitat The Vile Peaks (010 AF)

HP	Strength	Magic	CP	Gil
11,000	170	25	90	200

Keep	Launch	Libra
50	300%	30	Weakness 20

1/2	-	-	x2	-	x2

Power Engine	20%
Rhodochrosite	5%

30%	30%	30%	30%	50%
IMM	30%	30%	50%	50%
30%	30%	50%	30%	0%

15% COM

Notes Delivers devastating physical attacks.

YAKSHINI

Habitat The Vile Peaks (010 AF)

HP	Strength	Magic	CP	Gil
12,285	122	122	90	200

Keep	Launch	Libra
50	240%	25	Weakness 20

-	-	-	-	-	-

Power Engine	20%
Rhodochrosite	5%

30%	IMM	30%	30%	30%
30%	IMM	0%	30%	70%
50%	50%	50%	0%	0%

15% SYN

Notes Capable of inflicting Deprotect. Capable of inflicting Deshell. Capable of bestowing Bravery. Capable of bestowing Faith.

GANDUVAKS

Habitat Yeschas Massif (010 AF), Yeschas Massif (01X AF)

HP	Strength	Magic	CP	Gil
6,800	150	0	72	84

Keep	Launch	Libra
50	200%	15	Weakness 50

-	-	-	-	-	-

Power Sliver	33%
Shattered Bone	5%

30%	30%	30%	30%	30%
10%	30%	10%	30%	0%
30%	30%	0%	0%	0%

25% COM

Notes Delivers devastating physical attacks. Susceptible to Pora.

VOIDAUDI

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
23,816	329	329	150	300

Keep	Launch	Libra
50	230%	15	Weakness 30

1/2	-	x2	1/2	-	1/2

Potent Orb	25%
Vitality Orb	5%

30%	IMM	50%	IMM	0%
IMM	IMM	0%	IMM	70%
50%	50%	100%	0%	0%

10% COM

Notes Delivers devastating physical attacks.

SHAGUMA

Habitat The Vile Peaks (010 AF)

HP	Strength	Magic	CP	Gil
8,820	286	25	218	480

Keep	Launch	Libra
75	500%	25	Weakness 100

-	1/2	x2	-	-	x2

Power Engine	30%
Power Booster	5%

30%	30%	30%	30%	50%
IMM	30%	30%	50%	50%
30%	30%	50%	30%	0%

5% COM

Notes Delivers devastating physical attacks.

GANONGAS

Habitat Yeschas Massif (010 AF), Yeschas Massif (01X AF)

HP	Strength	Magic	CP	Gil
4,500	20	120	58	60

Keep	Launch	Libra
60	200%	15	Weakness 50

-	-	-	-	-	-

Mana Sliver	25%
Shattered Bone	5%

30%	30%	30%	30%	30%
30%	10%	10%	30%	0%
30%	30%	0%	0%	0%

20% SYN

Notes Coordinates attacks against a single target. Susceptible to Fog. Capable of bestowing Bravery. Uses Vigilance to prevent ability interruption.

SAMBUIDA

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
11,000	286	286	150	300

Keep	Launch	Libra
60	140%	15	Weakness 50

-	-	x2	1/2	-	1/2

Potent Orb	25%
Vitality Orb	5%

0%	0%	30%	30%	30%
IMM	IMM	30%	30%	30%
30%	30%	30%	0%	0%

10% SAB

Notes Coordinates attacks against a single target. Capable of inflicting Deprotect. Capable of bestowing Bravery.

HAGOMA

Habitat The Vile Peaks (010 AF)

HP	Strength	Magic	CP	Gil
4,840	316	316	216	480

Keep	Launch	Libra
60	130%	5	Weakness 50

-	-	-	-	-	-

Power Engine	30%
Power Booster	5%

0%	0%	30%	30%	30%
IMM	IMM	30%	30%	30%
30%	30%	30%	0%	0%

5% MED

Notes Capable of restoring HP. Capable of removing enhancements. Capable of removing status ailments.

BARBED SPECTER

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
9,372	106	106	88	125

Keep	Launch	Libra
50	210%	15	Immune 100

-	-	x2	x2	1/2	1/2

Power Sliver	25%
Power Orb	5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	20%	0%	0%

10% SAB

Notes Delivers devastating physical attacks. Capable of inflicting Poison. Capable of draining HP.

FERAL CREATURES

TRIFFID

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
7,804	50	150	90	120
Item	200%	Keep	Launch	Libra
10		15	Immune	20
-	-	-	x2	-	-
Potent Silver				20%
Morbol Tail				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	20%
30%	30%	0%	0%	0%
20%				SYN

Notes Capable of inflicting Deprotect. Capable of inflicting Disbell.

CLEMATIS

Habitat Yaschas Massif (100 AF)

HP	Strength	Magic	CP	Gil
10,758	74	74	72	162
Item	170%	Keep	Launch	Libra
10		15	Immune	20
-	-	-	-	-	-
Mana Silver				20%
Rhodochrosite				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				SAB

Notes

DENDROBIUM

Habitat Bresha Ruins (005 AF)

HP	Strength	Magic	CP	Gil
6,559	85	85	50	55
Item	200%	Keep	Launch	Libra
55		25	Immune	30
-	-	-	-	-	x2
Antidote				15%
Pot Shard				5%

25%	25%	25%	25%	25%
25%	25%	25%	25%	0%
25%	25%	25%	0%	0%
10%				SAB

Notes Capable of inflicting Curse.

MANDRAKE

Habitat Yaschas Massif (010 AF), Yaschas Massif (01X AF), Yaschas Massif (110 AF)

HP	Strength	Magic	CP	Gil
4,560	82	70	64	70
Item	200%	Keep	Launch	Libra
70		15	Immune	20
-	-	-	-	-	-
Remedy				20%
Morbol Tail				5%

70%	30%	30%	30%	30%
30%	30%	30%	30%	0%
70%	30%	0%	0%	0%
15%				COM

Notes Capable of draining HP. Capable of inflicting Deprotect. Capable of inflicting Debrave.

NECROSIS

Habitat Yaschas Massif (010 AF), Yaschas Massif (01X AF)

HP	Strength	Magic	CP	Gil
8,320	164	152	128	141
Item	200%	Keep	Launch	Libra
75		15	Immune	20
-	-	-	-	-	-
Morbol Tail				15%
Chronomist				2%

70%	30%	30%	30%	30%
30%	30%	30%	30%	0%
70%	30%	0%	0%	0%
10%				SAB

Notes Capable of draining HP. Capable of inflicting Deprotect. Capable of inflicting Debrave.

RAVIDON

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
185,200	814	930	640	1,306
Item	230%	Keep	Launch	Libra
55		85	Resistant	30
IMM	1/10	1/10	ABS	1/10	IMM
Potent Essence				20%
Ribbon				2%

IMM	IMM	30%	IMM	30%
50%	30%	IMM	IMM	0%
30%	30%	0%	0%	0%
10%				SYN

Notes Employs powerful ice-based attacks. Capable of restoring HP. Physical and magic resistance low when staggered. Employs wounding attacks that reduce maximum HP. Becomes vulnerable to damage and status ailments and can be launched once staggered.

BUNKERBEAST

Habitat Yaschas Massif (100 AF)

HP	Strength	Magic	CP	Gil
189,191	389	329	180	584
Item	130%	Keep	Launch	Libra
55		85	Resistant	421
1/10	1/10	x2	-	x2	-
Vitality Sliver				20%
Vitality Orb				3%

IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	30%
30%	30%	IMM	0%	0%
30%				SYN

Notes Employs powerful lightning-based attacks. Physical and magic resistance low when staggered. Chain bonus accumulates slowly. Becomes vulnerable to damage and status ailments and can be launched once staggered.

CALAGTIDON

Habitat Sunleth Wintrscape (300 AF)

HP	Strength	Magic	CP	Gil
10,500	1,300	432	45	0
Item	None	Keep	Launch	Libra
99		85	Immune	300
1/10	1/10	1/10	1/10	1/10	1/10
Potent Silver				30%
Millerite				5%

35%	25%	35%	35%	35%
35%	35%	35%	35%	30%
35%	35%	0%	25%	35%
10%				SEN

Notes Capable of draining HP. Capable of inflicting Daze.

CRAWLER

Habitat Yaschas Massif (100 AF)

HP	Strength	Magic	CP	Gil
8,286	281	124	45	115
Item	140%	Keep	Launch	Libra
85		5	Resistant	20
-	-	-	x2	-	-
Potent Sliver				25%
Power Sliver				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				COM

Notes

CATERCHPILLAR

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
14,540	171	171	54	81
Item	140%	Keep	Launch	Libra
40		5	Weakness	20
-	-	-	1/2	x2	-
Phoenix Down				20%
Potent Essence				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				WEP

Notes Attacks quickly and relentlessly.

BARBACENIA

Habitat New Bodhum (003 AF)

HP	Strength	Magic	CP	Gil
250	50	80	22	30
Item	200%	Keep	Launch	Libra
50		25	Resistant	20
1/2	-	-	-	x2	-
Phoenix Down				10%
Phoenix Downs				5%

20%	20%	20%	20%	20%
20%	20%	20%	20%	0%
20%	20%	20%	0%	0%
20%				COM

Notes

SPIRANTHES

Habitat Yaschas Massif (090 AF), Yaschas Massif (01X AF), Yaschas Massif (110 AF)

HP	Strength	Magic	CP	Gil
8,250	42	64	35	44
Item	200%	Keep	Launch	Libra
80		5	Weakness	20
-	-	-	-	-	-
Poison Droplet				20%
-				-

25%	25%	25%	25%	25%
25%	25%	25%	25%	0%
25%	25%	0%	0%	0%
25%				WEP

Notes Capable of draining HP.

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EKORAY

Habitat New Bodhum (CE0 AF)

HP	Strength	Magic	CP	Gil
1,500	120	120	44	48
		Keep	Launch	Libra
30	200%	25	Resistant	20

1/2	-	-	-	x2	-

	Power Droplet	20%
	Mana Droplet	20%

20%	20%	20%	20%	20%	
20%	20%	20%	20%	0%	
20%	20%	20%	0%	0%	
10%					

Notes -

SURROG

Habitat Bresha Ruins (CE0 AF)

HP	Strength	Magic	CP	Gil
10,000	150	350	250	360
		Keep	Launch	Libra
50	300%	40	Immune	50

1/2	1/2	1/2	x2	-	-

	Potent Droplet	40%
	Star Pendant	3%

70%	70%	70%	70%	70%	
70%	70%	70%	70%	0%	
70%	70%	25%	70%	0%	
10%					COM

Notes Employs powerful fire-based attacks. Capable of inflicting Imperil.

VOGUIVRE

Habitat The Archylte Steppe (TFF AF)

HP	Strength	Magic	CP	Gil
34,560	450	380	90	480
		Keep	Launch	Libra
70	280%	40	Immune	50

-	-	1/2	-	x2	x2

	Potent Silver	40%
	Molted Tail	5%

45%	45%	45%	45%	45%	
45%	45%	45%	45%	20%	
45%	45%	45%	0%	0%	
5%					COM

Notes Delivers devastating physical attacks. Capable of inflicting Poison. Vulnerable to lightning damage. Vulnerable to wind damage.

KAHNA KAHUY

Habitat Yeschas Massif (TFF AF)

HP	Strength	Magic	CP	Gil
80,250	560	235	750	2,250
		Keep	Launch	Libra
60	230%	10	Immune	70

-	-	-	-	1/2	1/2

	Power Engine	30%
	Hypnocrown	1%

IMM	IMM	IMM	IMM	30%	
30%	30%	30%	30%	30%	
30%	30%	30%	0%	0%	
10%					SAB

Notes Delivers devastating physical attacks. Capable of inflicting Poison. Capable of inflicting Daze. Employs wounding attacks that reduce maximum HP.

DEATHGAZE

Habitat Yeschas Massif (100 AF)

HP	Strength	Magic	CP	Gil
58,000	1,055	329	900	2,430
		Keep	Launch	Libra
50	260%	25	Immune	50

-	-	-	-	1/2	-

	Power Silver	15%
	Gold Bangle	5%

40%	40%	30%	50%	30%	
IMM	IMM	30%	IMM	40%	
30%	30%	30%	0%	0%	
10%					SAB

Notes -

ILLUYANKAS

Habitat Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
43,800	913	137	356	1,008
		Keep	Launch	Libra
80	260%	25	Immune	20

-	1/2	1/2	-	-	1/2

	Cobaltite	15%
	Martyr's Emblem	5%

30%	30%	30%	30%	30%	
IMM	IMM	30%	30%	30%	
30%	30%	30%	0%	0%	
10%					SAB

Notes Delivers devastating physical attacks. Capable of inflicting Dobrava. Employs powerful fire-based attacks.

KOLOTL

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
105,000	560	720	350	800
		Keep	Launch	Libra
30	300%	40	Immune	100

-	1/2	ABS	-	-	-

	Mana Orb	30%
	Moonblossom Seed	5%

0%	0%	30%	0%	90%	
50%	50%	50%	90%	0%	
50%	50%	0%	0%	0%	
3%					SYN

Notes Susceptible to Poison. Employs powerful fire-based attacks. Capable of restoring HP. Employs physical and magical combination attacks.

MIQUIZTLI

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
55,400	320	580	250	800
		Keep	Launch	Libra
50	300%	40	Immune	100

1/2	-	-	-	-	ABS

	Vitality Orb	30%
	Moonblossom Seed	5%

0%	0%	30%	0%	90%	
50%	90%	50%	90%	0%	
50%	50%	0%	0%	0%	
3%					SYN

Notes Susceptible to Poison. Employs powerful wind-based attacks. Capable of restoring HP. Employs physical and magical combination attacks.

TEZCATLIPOCA

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
276,000	1,200	2,400	0	10,000
		Keep	Launch	Libra
75	500%	95	Immune	1,000

-	-	-	-	-	-

	Moonblossom Seed	100%
	Unicorn Horn	2%

50%	50%	50%	50%	50%	
90%	90%	50%	90%	50%	
50%	50%	0%	0%	0%	
3%					SYN

Notes Capable of inflicting Debrava. Capable of inflicting Deflath. Capable of inflicting Slow. Capable of Inflicting Daze.

LONG GUI

Habitat The Archylte Steppe (TFF AF)

HP	Strength	Magic	CP	Gil
4,150,000	2,220	2,220	4,000	7,200
		Keep	Launch	Libra
150	700%	99	Immune	31

1/10	1/10	1/2	-	x2	-

	Ribbon	10%
	Adamantite	5%

IMM	IMM	IMM	IMM	50%	
IMM	IMM	IMM	IMM	30%	
IMM	IMM	IMM	0%	0%	
-					

Notes Employs wounding attacks that reduce maximum HP. Delivers devastating physical attacks. Executes powerful magic attacks. Legs can be disabled if dealt enough damage.

LONG GUI: FORELEGS

Habitat The Archylte Steppe (TFF AF)

HP	Strength	Magic	CP	Gil
416,000	2,220	2,220	0	0
		Keep	Launch	Libra
20	450%	99	Immune	0

-	-	1/2	-	x2	-

	-	-
	-	-

90%	90%	30%	70%	IMM	
IMM	IMM	30%	IMM	IMM	
IMM	IMM	IMM	0%	0%	
-	-				

Notes Cannot be provoked. Susceptible to Imperil. Susceptible to Deprotect.

FLANBAUERO

Habitat Sunleth Waterscape (300 AF), The Archylte Steppe (TFF AF)

HP	Strength	Magic	CP	Gil
8,034	80	170	95	120
		Keep	Launch	Libra
40	200%	20	Weakness	50

1/10	-	1/10	-	-	x2

	Potent Silver	30%
	Vitality Silver	10%

IMM	70%	20%	70%	30%	
30%	30%	30%	30%	20%	
30%	30%	45%	0%	0%	
15%					RAV

Notes Employs powerful fire-based attacks.

FERAL CREATURES

SEEPING BBIE

Habitat Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
13,420	286	172	110	201
		Keep	Launch	Libra
50	130%	40	Weakness	50

1/10	1/2	-	-	-	x2

	Vitality Sliver	20%
	Potent Orb	5%

0%	0%	0%	0%	0%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%

10% COM

Notes Physical attacks are ineffectual. Susceptible to Imperil. Susceptible to Poison.

FLANGONZOLA

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
11,388	150	170	210	231
		Keep	Launch	Libra
55	200%	20	Weakness	60

1/10	-	1/10	-	-	x2

	Vitality Sliver	20%
	Chronomist	2%

IMM	70%	20%	70%	30%
30%	30%	30%	30%	20%
30%	30%	45%	0%	0%

10% COM

Notes Employs powerful fire-based attacks.

FLANDIT

Habitat Sunleth Waterscape (300 AF), Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
5,600	130	90	100	120
		Keep	Launch	Libra
90	200%	20	Weakness	50

1/10	1/2	x2	-	1/10	x2

	Potent Sliver	30%
	Power Sliver	10%

IMM	70%	20%	70%	30%
30%	30%	30%	30%	20%
30%	30%	45%	0%	0%

10% SEN

Notes Employs powerful lightning-based attacks.

GARGANZOLA

Habitat A Dying World (700 AF), New Bodhum (700 AF)

HP	Strength	Magic	CP	Gil
17,600	650	111	180	120
		Keep	Launch	Libra
65	300%	85	Weakness	30

1/10	-	-	-	-	-

	Potent Orb	30%
	Mutant Extract	10%

50%	50%	50%	50%	50%
50%	50%	50%	50%	20%
50%	50%	50%	50%	0%

2% COM

Notes Capable of draining HP.

MINIFLAN

Habitat Sunleth Waterscape (300 AF), The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
4,000	15	35	25	50
		Keep	Launch	Libra
80	130%	5	Weakness	20

1/2	-	1/2	-	-	x2

	Potent Droplet	30%
	Vitality Sliver	5%

70%	30%	0%	70%	30%
30%	30%	30%	30%	20%
30%	20%	45%	0%	0%

33% COM

Notes Capable of restoring HP.

BLUE MINIFLAN

Habitat Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
4,000	15	35	25	50
		Keep	Launch	Libra
90	120%	10	Weakness	1,000

1/2	-	-	-	x2	1/2

	Mana Essence	100%
	-	-

70%	30%	0%	70%	30%
30%	30%	30%	30%	20%
30%	30%	45%	0%	0%

- -

Notes Attacks quickly and relentlessly.

YELLOW MINIFLAN

Habitat Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
4,000	15	35	25	50
		Keep	Launch	Libra
90	120%	10	Weakness	1,000

1/2	-	-	x2	1/2	-

	Vitality Essence	100%
	-	-

70%	30%	0%	70%	30%
30%	30%	30%	30%	20%
30%	30%	45%	0%	0%

- - -

Notes Attacks quickly and relentlessly.

BLACK MINIFLAN

Habitat Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
4,000	15	35	25	50
		Keep	Launch	Libra
80	120%	10	Weakness	1,000

1/2	1/2	x2	x2	x2	x2

	Power Essence	100%
	-	-

70%	30%	0%	70%	30%
30%	30%	30%	30%	20%
30%	30%	45%	0%	0%

- - -

Notes Attacks quickly and relentlessly.

PINK MINIFLAN

Habitat Sunleth Waterscape (400 AF)

HP	Strength	Magic	CP	Gil
4,000	15	35	25	50
		Keep	Launch	Libra
90	120%	10	Weakness	1,000

1/2	-	x2	1/2	-	-

	Potent Essence	100%
	-	-

70%	30%	0%	70%	30%
30%	30%	30%	20%	20%
30%	30%	45%	0%	0%

- - -

Notes Attacks quickly and relentlessly.

MUTANTOMATO

Habitat Sunleth Waterscape (300 AF)

HP	Strength	Magic	CP	Gil
49,500	82	82	300	0
		Keep	Launch	Libra
65	250%	85	Restrict	500

1/2	1/2	ABS	-	-	x2

	Potent Orb	50%
	Mutant Extract	100%

20%	20%	20%	IMM	IMM
IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	0%

- - -

Notes Delivers devastating physical attacks. Capable of inflicting Poison. Employs wounding attacks that reduce maximum HP.

ROYAL RIPENESS
(First Encounter)

Habitat Sunleth Waterscape (300 AF)

HP	Strength	Magic	CP	Gil
102,160	125	175	300	0
		Keep	Launch	Libra
75	200%	100	Immune	500

-	-	ABS	-	-	x2

	Potent Crystal	50%
	Martyr's Badge	2%

20%	20%	IMM	IMM	IMM
IMM	IMM	IMM	IMM	30%
50%	95%	IMM	IMM	IMM

- - -

Notes Delivers devastating physical attacks. Capable of inflicting Poison. Employs wounding attacks that reduce maximum HP. Capable of restoring HP.

ROYAL RIPENESS
(Unexplained)

Habitat Sunleth Waterscape (300 AF)

HP	Strength	Magic	CP	Gil
759,780	881	881	300	0
		Keep	Launch	Libra
65	None	100	Immune	500

-	-	ABS	-	-	x2

	Vitality Crystal	50%
	Martyr's Badge	10%

20%	20%	IMM	IMM	IMM
IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	IMM

- - -

Notes Delivers devastating physical attacks. Capable of inflicting Poison. Employs wounding attacks that reduce maximum HP. Capable of restoring HP.

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FERAL BEHEMOTH

Habitat Yeuchas Massif (010 AF), Yeuchas Massif (01X AF)

HP	Strength	Magic	CP	Gil
32,000	560	490	300	260
Keep			Launch	Libra
80	300%	40	Resistant	154

50%	50%	50%	50%	50%	50%
50%	50%	50%	50%	50%	50%
50%	50%	0%	0%	0%	0%

Potent Silver		75%
Power Chip		5%

10% COM

Notes Delivers devastating physical attacks.

GREATER BEHEMOTH

Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
24,448	389	260	200	350
Keep			Launch	Libra
60	300%	40	Transient	157

35%	35%	35%	50%	35%	35%
35%	35%	20%	35%	20%	x2
30%	35%	35%	80%	50%	

Potent Orb		20%
Monstrous Fang		5%

3% RAV

Notes Can alter own form. Delivers devastating physical attacks. Becomes more resistant to status ailments when in upright position.

REAVER

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
46,000	800	800	300	900
Keep			Launch	Libra
80	350%	40	Immune	00

45%	45%	45%	45%	70%	
IMM	IMM	45%	99%	20%	
45%	45%	0%	0%	0%	

Potent Silver		40%
Sinister Fang		5%

10% COM

Notes Can alter own form. Delivers devastating physical attacks. Becomes more powerful and more resistant to status ailments when in upright position.

ZAGHNAL

Habitat Oerba (400 AF)

HP	Strength	Magic	CP	Gil
41,009	411	411	243	646
Keep			Launch	Libra
90	260%	40	Resistant	80

30%	30%	10%	30%	70%	
IMM	IMM	30%	IMM	40%	
30%	30%	0%	0%	0%	

Power Essence		20%
Martyr's Emblem		2%

10% RAV

Notes Can alter own form. Delivers devastating physical attacks. Susceptible to Imperil. Becomes more powerful and more resistant to status ailments when in upright position.

NARASIMHA

Habitat Yeuchas Massif (010 AF), Yeuchas Massif (06X AF)

HP	Strength	Magic	CP	Gil
50,000	712	712	2,000	2,200
Keep			Launch	Libra
70	830%	40	Resistant	80

50%	50%	50%	50%	50%	
50%	50%	50%	50%	50%	
50%	50%	0%	0%	0%	

Power Sliver		20%
Chronomist		2%

10% COM

Notes Can alter own form. Delivers devastating physical attacks. Becomes more resistant to status ailments when in upright position.

GOBLIN

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
3,850	91	45	50	65
Keep			Launch	Libra
50	150%	5	Weakness	20

30%	30%	20%	30%	30%	
30%	30%	30%	30%	20%	
20%	20%	0%	0%	0%	

Remedy		50%
-		-

30% COM

Notes Capable of morphing into a stronger form. Delivers devastating physical attacks.

GOBLIN CHIEFTAIN

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
8,990	226	150	125	150
Keep			Launch	Libra
60	200%	25	Weakness	30

45%	45%	45%	45%	45%	
45%	45%	45%	45%	20%	
45%	45%	0%	0%	0%	

Potent Droplet		20%
Mana Sliver		5%

15% RAV

Notes Capable of bestowing Bravery. Uses Vigilance to prevent ability interruption.

MUNCHKIN

Habitat Bresha Ruins (300 AF), Bresha Ruins (100 AF)

HP	Strength	Magic	CP	Gil
6,200	300	0	60	135
Keep			Launch	Libra
50	150%	5	Weakness	25

30%	30%	30%	30%	50%	
30%	30%	30%	30%	30%	
30%	30%	30%	30%	30%	

Potent Engine		15%
Power Booster		5%

10% COM

Notes Delivers devastating physical attacks. Attacks quickly and relentlessly.

MUNCHKIN MAESTRO

Habitat Bresha Ruins (300 AF), Bresha Ruins (100 AF)

HP	Strength	Magic	CP	Gil
15,600	820	600	142	360
Keep			Launch	Libra
70	350%	60	Resistant	50

30%	30%	30%	30%	50%	
50%	50%	30%	30%	30%	
30%	30%	30%	30%	30%	

Potent Engine		25%
Vitality Booster		5%

10% RAV

Notes Uses Vigilance to prevent ability interruption. Capable of bestowing Protect. Delivers devastating physical attacks.

MOBLIN

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
25,132	415	432	84	118
Keep			Launch	Libra
30	100%	5	Weakness	40

30%	30%	30%	30%	30%	
30%	30%	30%	30%	30%	
30%	30%	30%	0%	0%	

Power Essence		30%
Power Crystal		3%

10% COM

Notes -

MAJOR MOBLIN

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
61,000	257	257	144	260
Keep			Launch	Libra
60	220%	25	Weakness	40

30%	30%	30%	30%	90%	
99%	90%	0%	90%	30%	
1/2	-	1/2	1/2	1/2	1/2
0%	0%	0%	0%	0%	

Vitality Essence		30%
Royal Amitet		5%

10% RAV

Notes Susceptible to Deshell. Susceptible to Imperil. Susceptible to Poison. Capable of bestowing Bravery.

SUCCUBUS

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
8,529	211	148	48	87
Keep			Launch	Libra
30	180%	5	Weakness	20

30%	30%	30%	30%	30%	
30%	30%	30%	30%	30%	
-	-	-	1/2	-	1/2
30%	30%	30%	0%	0%	

Potent Orb		30%
Power Orb		5%

10% RAV

Notes Employs wounding attacks that reduce maximum HP. Delivers devastating physical attacks.

FERAL CREATURES

BUCCAROO ACE

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
26,240	211	146	108	195
		Keep	Launch	Libra
80	200%	25	Weakness	30
1/2	-	-	1/10	-	1/10
Potent Orb				30%
Power Orb				5%

30%	30%	50%	30%	50%
50%	50%	0%	50%	30%
0%	0%	0%	0%	0%
15%				RAV

Notes Susceptible to Deshell. Susceptible to Imperil. Susceptible to Poison. Capable of bestowing Bravery.

BANCANAGH

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
12,888	302	302	64	116
		Keep	Launch	Libra
30	160%	5	Weakness	20
-	-	-	1/2	-	-
Mana Essence				30%
Sinister Fang				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				SAB

Notes Delivers devastating physical attacks.

BANCANAGH ACE

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
48,800	257	171	144	280
		Keep	Launch	Libra
80	200%	25	Weakness	30
1/2	-	-	1/2	-	1/10
Sinister Fang				15%
Ember Ring				5%

30%	30%	90%	30%	90%
90%	90%	0%	90%	30%
0%	0%	0%	0%	0%
10%				SYN

Notes Susceptible to Deshell. Susceptible to Imperil. Susceptible to Poison. Capable of bestowing Bravery.

BANNES

Habitat Sunleth Waterscape (300 AF)

HP	Strength	Magic	CP	Gil
8,200	80	250	100	150
		Keep	Launch	Libra
60	200%	20	Weakness	20
1/2	1/2	-	1/10	x2	-
Moistened Scale				20%
Power Sliver				5%

25%	25%	25%	30%	30%
60%	60%	25%	30%	20%
30%	30%	45%	0%	0%
15%				SYN

Notes Attacks quickly and relentlessly.

SWAMPMONK

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
15,860	274	257	167	257
		Keep	Launch	Libra
50	200%	15	Weakness	20
-	-	-	ABS	x2	-
Potent Essence				20%
Abyssal Scale				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	IMM	0%
10%				RAV

Notes Attacks quickly and relentlessly. Capable of bestowing Haste.

APKALLU

Habitat Acadornia (500 AF)

HP	Strength	Magic	CP	Gil
42,850	650	350	180	500
		Keep	Launch	Libra
66	300%	40	Weakness	20
-	-	-	1/10	x2	-
Potent Orb				15%
Magistral Crest				5%

50%	50%	50%	50%	50%
70%	70%	50%	50%	20%
20%	20%	30%	50%	0%
10%				COM

Notes Capable of inflicting Doze. Delivers devastating physical attacks.

SANAGIN PRINCE

Habitat Sunleth Waterscape (300 AF)

HP	Strength	Magic	CP	Gil
16,520	180	260	200	220
		Keep	Launch	Libra
70	200%	20	Weakness	20
1/2	1/2	-	1/10	x2	-
Mana Orb				25%
Chronomist				2%

25%	25%	25%	30%	30%
60%	60%	25%	30%	20%
30%	30%	45%	0%	0%
10%				SYN

Notes Attacks quickly and relentlessly.

OCHU

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
317,200	587	685	1,600	2,880
		Keep	Launch	Libra
90	444%	40	Resistant	30
-	-	x2	ABS	-	-
Grasma				10%
Gaeava				5%

70%	70%	50%	IMM	50%
IMM	IMM	30%	30%	50%
0%	0%	0%	0%	0%
-				-

Notes Calls allies. Capable of inflicting Debuve. Capable of restoring HP.

MICROCHU

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
14,884	137	137	64	168
		Keep	Launch	Libra
70	200%	5	Weakness	30
-	-	x2	ABS	x2	x2
Potent Crystal				30%
Surgetal				5%

70%	70%	30%	IMM	30%
30%	30%	30%	30%	30%
0%	0%	0%	0%	0%
10%				SYN

Notes Attacks quickly and relentlessly. Vulnerable to fire damage.

CACTUAR

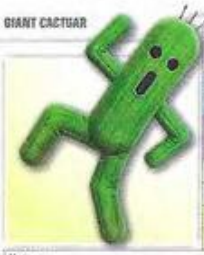
Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
7,777	50	50	50	0
		Keep	Launch	Libra
50	777%	50	Weakness	500
1/2	1/2	-	-	-	-
Potent Orb				30%
Chocobo Tail Feather				3%

50%	50%	50%	IMM	50%
50%	50%	50%	50%	30%
50%	50%	IMM	50%	50%
33%				COM

Notes -

GIANT CACTUAR



Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
7,777	180	120	50	0
		Keep	Launch	Libra
50	777%	50	Weakness	500
1/10	1/10	-	-	-	-
Potent Orb				30%
Chocobo Tail Feather				3%

50%	50%	50%	IMM	50%
50%	50%	50%	50%	30%
50%	50%	IMM	50%	50%
-				-

Notes -

METALLICACTUAR

Habitat A Dyag World (700 AF), New Bodhum (700 AF)

HP	Strength	Magic	CP	Gil
2,500	33	33	1,000	0
		Keep	Launch	Libra
25	200%	95	Weakness	30
1/10	1/10	1/10	1/10	1/10	1/10
Potent Booster				20%
Hermes Sandals				5%

IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	IMM	IMM
5%				COM

Notes May flee from battle. Cannot be provoked.

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CACTUAROMI

Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
777,777	20	20	1,000	0

Keep	Launch	Libra
777%	50	Weakness 30

-	-	x2	x2	x2	x2

Potent Essence	20%
Chocobo Tail Feather	5%

0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
5%				COM

Notes: -

FLOWERING CACTUAR

Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
7,777	35	35	59	0

Keep	Launch	Libra
50	Weakness	30

-	-	-	-	-	-

Potent Essence	30%
Chocobo Tail Feather	3%

0%	0%	50%	50%	50%
50%	50%	IMM	50%	0%
50%	50%	IMM	50%	50%
30%				MED

Notes: May flee from battle.

GIGANTUAR

Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
100,000	1,000	1,000	1,200	2,160

Keep	Launch	Libra
100	777%	95 Immune 1,000

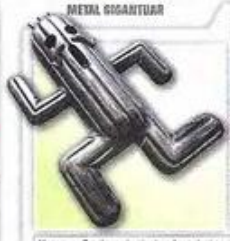
x2	x2	x2	-	-	-

Potent Crystal	100%
-	-

30%	30%	IMM	50%	30%
IMM	IMM	IMM	30%	50%
IMM	IMM	IMM	0%	0%
100%				SYN

Notes: Capable of inflicting Fog. Capable of inflicting Pain.

METAL GIGANTUAR



Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
7,777	10,000	10,000	2,000	0

Keep	Launch	Libra
0	777%	95 Immune 33

1/10	1/10	1/10	1/10	1/10	1/10

Potent Booster	30%
Hermes Sandals	5%

IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	0%	0%
3%				RSN

Notes: Employs physical and magical combination attacks. Cannot be provoked.

TONBERRY

Habitat: Bresha Ruins (300 AF)

HP	Strength	Magic	CP	Gil
350,000	1,010	1,000	2,400	6,126

Keep	Launch	Libra
99	666%	95 Immune 100

1/2	1/2	-	-	-	-

Power Orb	25%
Hermes Sandals	2%

IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	IMM
10%				COM

Notes: Delivers devastating physical attacks.

ORN TONBERRY

Habitat: Bresha Ruins (100 AF)

HP	Strength	Magic	CP	Gil
393,939	1,515	1,515	2,400	8,129

Keep	Launch	Libra
66	222%	95 Immune 100

1/2	1/2	-	-	-	-

Scarlekite	20%
Hermes Sandals	3%

IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	IMM
10%				COM

Notes: Delivers devastating physical attacks. Executes powerful magic attacks.

CAIT SITH

Habitat: Bresha Ruins (005 AF)

HP	Strength	Magic	CP	Gil
669	50	50	35	42

Keep	Launch	Libra
33	150%	5 Immune 30

-	-	-	-	x2	x2

Potent Droplet	33%
Pot Shard	10%

25%	25%	25%	25%	25%
60%	25%	25%	25%	0%
25%	25%	25%	0%	0%
30%				MED

Notes: Capable of restoring HP.

MEWMAO

Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
21,960	137	2,964	80	173

Keep	Launch	Libra
100	150%	5 Immune 20

-	-	-	1/2	-	-

Mana Essence	30%
Fractal Pot	5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				SYN

Notes: Capable of restoring HP.

SCHRODINGER

Habitat: Academia (500 AF)

HP	Strength	Magic	CP	Gil
7,777	572	186	75	150

Keep	Launch	Libra
99	200%	15 Immune 20

1/10	1/10	1/10	1/10	1/10	1/10

Potent Orb	20%
Fractal Pot	5%

50%	50%	50%	30%	50%
90%	30%	50%	50%	50%
50%	50%	70%	70%	0%
10%				SAB

Notes: Capable of draining HP. Capable of inflicting Dispersal. Susceptible to Pain.

FORKED CAT

Habitat: Derba (400 AF)

HP	Strength	Magic	CP	Gil
24,400	137	2,054	99	216

Keep	Launch	Libra
30	180%	10 Immune 20

1/2	-	-	-	-	-

Mana Essence	20%
Mana Essence	5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				SAB

Notes: Capable of restoring HP.

CHOCOBO

Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
10,000	75	75	90	100

Keep	Launch	Libra
99	200%	15 Resistant 30

1/2	1/2	-	x2	-	1/2

Chocobo Plume	30%
Yellow Chick in Afro	1%

0%	0%	45%	IMM	45%
45%	45%	45%	45%	20%
45%	45%	45%	0%	0%
100%				COM

Notes: May flee from battle. Attacks quickly and relentlessly. Employs powerful wind-based attacks.

WHITE CHOCOBO

Habitat: Derba (300 AF)

HP	Strength	Magic	CP	Gil
99,798	237	200	300	468

Keep	Launch	Libra
30	200%	15 Resistant 30

1/2	1/2	-	-	-	-

Chocobo Plume	20%
Afro & White Chick	1%

0%	0%	30%	IMM	30%
IMM	IMM	30%	30%	30%
30%	30%	30%	0%	0%
15%				MED

Notes: May flee from battle. Capable of restoring HP. Capable of inflicting Daze.

FERAL CREATURES / MILITARIZED UNITS

BLACK CHOCOBO

Habitat The Vile Peaks (010 AF)

HP	Strength	Magic	CP	Gil
35,992	257	294	300	488
Keep		Launch		Libra
60	200%	15	Resistant	30

-	-	-	-	-	-

Chocobo Plume		20%
Afro & Black Chick		1%

0%	0%	30%	IMM	30%
IMM	IMM	30%	30%	30%
30%	30%	30%	0%	0%
		15%		SAB

Notes May flee from battle. Capable of restoring HP. Capable of inflicting Slow.

BLUE CHOCOBO

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
80,768	337	121	320	461
Keep		Launch		Libra
70	None	15	Resistant	30

-	-	1/2	IMM	1/2	1/2

Chocobo Plume		20%
Afro & Blue Chick		1%

0%	0%	30%	IMM	30%
IMM	IMM	30%	30%	30%
30%	30%	30%	90%	0%
		15%		RAV

Notes May flee from battle. Capable of restoring HP. Employs powerful ice-based attacks. Executes powerful magic attacks.

RED CHOCOBO

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
87,352	257	206	240	346
Keep		Launch		Libra
80	200%	15	Resistant	30

-	-	1/10	x2	-	-

Chocobo Plume		20%
Afro & Red Chick		1%

0%	0%	30%	IMM	30%
IMM	IMM	30%	30%	30%
30%	30%	30%	0%	0%
		15%		COM

Notes May flee from battle. Capable of restoring HP. Delivers devastating physical attacks.

GREEN CHOCOBO

Habitat Yoachas Massif (110 AF), Yoachas Massif (100 AF)

HP	Strength	Magic	CP	Gil
146,400	337	206	160	360
Keep		Launch		Libra
90	150%	15	Resistant	30

-	-	-	-	-	-

Chocobo Plume		20%
Vitality Orb		3%

0%	0%	30%	IMM	30%
IMM	IMM	30%	30%	30%
30%	30%	30%	0%	0%
		15%		MILI

Notes May flee from battle. Capable of restoring HP. Capable of inflicting Debrave.

PURPLE CHOCOBO

Habitat Bresha Ruins (300 AF), Bresha Ruins (100 AF)

HP	Strength	Magic	CP	Gil
25,000	680	880	240	648
Keep		Launch		Libra
70	300%	40	Resistant	50

1/2	1/2	-	-	-	-

Chocobo Plume		25%
Afro & Purple Chick		1%

30%	30%	30%	IMM	IMM
IMM	IMM	30%	30%	30%
30%	30%	30%	30%	IMM
		15%		SYN

Notes May flee from battle. Capable of restoring HP. Capable of bestowing Protect. Capable of bestowing Shell.

FAERYL

Habitat The Archylte Steppe (777 AF)

HP	Strength	Magic	CP	Gil
100,159	131	85	0	0
Keep		Launch		Libra
90	150%	55	Immune	500

-	-	ABS	x2	x2	ABS

Potent Orb		50%
-		-

IMM	IMM	70%	IMM	70%
IMM	IMM	IMM	IMM	30%
70%	70%	IMM	30%	IMM
		-		-

Notes Delivers devastating physical attacks. Executes powerful magic attacks. Employs powerful fire-based attacks. Employs wounding attacks that reduce maximum HP.

ORION

Habitat Augusta Tower (900 AF), Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
16,800	128	128	160	220
Keep		Launch		Libra
80	250%	30	Weakness	50

-	-	x2	-	1/2	-

Potent Chip		30%
Analog Circuit		5%

50%	50%	50%	IMM	35%
IMM	35%	50%	35%	20%
50%	50%	0%	0%	0%
		10%		COM

Notes Employs powerful lightning-based attacks.

VIKING

Habitat The Vile Peaks (200 AF)

HP	Strength	Magic	CP	Gil
9,600	85	85	75	150
Keep		Launch		Libra
80	200%	20	Weakness	50

-	-	-	-	-	-

Power Bolt		20%
Millerite		5%

30%	30%	20%	IMM	30%
IMM	30%	30%	IMM	30%
30%	30%	0%	0%	0%
		15%		SAB

Notes Employs powerful fire-based attacks.

YEOMAN

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
6,860	320	320	100	220
Keep		Launch		Libra
90	200%	15	Weakness	20

1/2	1/2	-	-	1/10	-

Potent Rooster		20%
Superconductor		5%

20%	20%	20%	IMM	20%
IMM	IMM	20%	20%	0%
20%	20%	30%	20%	0%
		10%		COM

Notes Employs powerful lightning-based attacks. Attacks quickly and relentlessly.

FENCER

Habitat Academia (400 AF)

HP	Strength	Magic	CP	Gil
15,680	150	10	120	150
Keep		Launch		Libra
60	200%	25	Weakness	20

1/2	-	-	-	x2	-

Potent Engine		30%
Analog Circuit		5%

30%	30%	30%	IMM	30%
IMM	30%	30%	20%	20%
30%	30%	45%	0%	0%
		5%		RAV

Notes Employs wounding attacks that reduce maximum HP.

DRAGOON

Habitat Augusta Tower (300 AF), Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
4,860	176	128	60	100
Keep		Launch		Libra
80	250%	30	Immune	50

-	-	x2	1/2	-	-

Potent Chip		30%
Analog Circuit		5%

50%	50%	50%	IMM	35%
IMM	35%	50%	35%	20%
50%	50%	0%	0%	0%
		10%		COM

Notes Employs powerful ice-based attacks.

LANCER

Habitat The Vile Peaks (210 AF)

HP	Strength	Magic	CP	Gil
2,300	85	85	60	180
Keep		Launch		Libra
60	200%	20	Immune	50

-	-	-	-	-	-

Vitality Chip		20%
Millerite		5%

30%	30%	30%	IMM	30%
IMM	30%	30%	IMM	30%
30%	30%	30%	0%	0%
		15%		SAB

Notes Employs powerful ice-based attacks.

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THEXTERON

Habitat Augusta Tower (300 AF)

HP	Strength	Magic	CP	Gil
8,060	167	80	16	0
		Keep	Launch	Libra
80	150%	10	Weakness	50
				x2
Potent Silver				25%
Iron Shell				5%

0%	0%	30%	30%	30%
30%	30%	30%	0%	0%
				10%
				SYN

Notes Delivers devastating physical attacks. Capable of bestowing Bravery.

LUMINOUS PUMA

Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
3,210	160	143	76	138
		Keep	Launch	Libra
50	200%	10	Weakness	20
Potent Silver				30%
Iron Shell				5%

35%	35%	35%	35%	35%
35%	35%	20%	35%	0%
35%	35%	0%	0%	0%
				20%
				SYN

Notes Delivers devastating physical attacks.

ZWERG SCANDROID

Habitat Bresha Ruins (005 AF), Oerba (200 AF)

HP	Strength	Magic	CP	Gil
2,050	52	36	50	55
		Keep	Launch	Libra
50	200%	5	Weakness	20
Potent Bolt				20%
Mana Chip				5%

30%	30%	30%	IMM	30%
IMM	30%	30%	30%	0%
30%	30%	0%	0%	0%
				15%
				RAV

Notes Employs powerful lightning-based attacks.

ZWERG METRODROID

Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
4,500	64	64	80	130
		Keep	Launch	Libra
25	130%	10	Weakness	20
			1/2	1/2
Vitality Engine				20%
Iron Shell				5%

35%	35%	35%	IMM	35%
IMM	35%	20%	35%	0%
35%	35%	0%	0%	0%
				20%
				RAV

Notes Employs powerful ice-based attacks. Attacks quickly and relentlessly.

KOBOLDROID YIN

Habitat Academia (400 AF)

HP	Strength	Magic	CP	Gil
2,350	65	50	50	90
		Keep	Launch	Libra
50	150%	10	Weakness	20
				1/2
Potent Chip				30%
Iron Shell				5%

30%	30%	30%	IMM	0%
IMM	30%	30%	30%	0%
30%	30%	45%	0%	0%
				25%
				RAV

Notes Employs powerful wind-based attacks. Attacks quickly and relentlessly.

KOBOLDROID YANG

Habitat The Vile Peaks (200 AF)

HP	Strength	Magic	CP	Gil
2,960	180	0	34	102
		Keep	Launch	Libra
50	100%	10	Weakness	20
Mana Droplet				20%
Mana Silver				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
				10%
				RAV

Notes Delivers devastating physical attacks.

VESPID

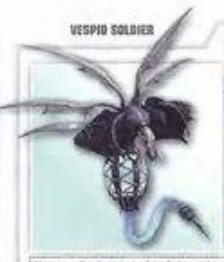
Habitat The Vile Peaks (200 AF)

HP	Strength	Magic	CP	Gil
8,010	53	120	80	162
		Keep	Launch	Libra
80	300%	15	Immune	100
				1/10
Melted Tail				25%
-				-

30%	30%	30%	50%	30%
30%	50%	90%	30%	30%
30%	30%	30%	0%	0%
				15%
				RAV

Notes Employs powerful wind-based attacks.

VESPID SOLDIER



Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
3,650	56	72	100	110
		Keep	Launch	Libra
50	150%	10	Immune	30
1/2	1/2	-	-	1/2
Mana Engine				30%
Abominable Wing				5%

35%	35%	35%	35%	35%
35%	35%	20%	35%	20%
35%	35%	0%	0%	0%
				15%
				COM

Notes Employs powerful wind-based attacks.

FRAG LEECH

Habitat Oerba (200 AF)

HP	Strength	Magic	CP	Gil
3,250	190	58	60	72
		Keep	Launch	Libra
25	200%	5	Weakness	20
		1/2	x2	
Potent Chip				30%
Melted Tail				5%

30%	30%	30%	IMM	30%
IMM	30%	30%	30%	0%
30%	30%	0%	0%	0%
				15%
				COM

Notes Employs powerful fire-based attacks.

LUCIDON

Habitat Oerba (200 AF)

HP	Strength	Magic	CP	Gil
20,740	160	200	300	720
		Keep	Launch	Libra
90	150%	65	Resistant	150
1/2	1/2	1/2	1/2	1/2
Potent Silver				20%
Shattered Bone				5%

IMM	IMM	IMM	IMM	IMM
IMM	IMM	IMM	IMM	0%
IMM	IMM	IMM	IMM	0%
				7%
				COM

Notes Employs physical and magical combination attacks. Physical and magic resistance low when staggered. Immune to all status ailments. Becomes vulnerable to elements and status ailments and can be launched once staggered.

THERMADON

Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
15,200	385	385	70	120
		Keep	Launch	Libra
90	150%	85	Resistant	151
1/10	1/10	x2	x2	x2
-				-

90%	90%	90%	90%	90%
90%	90%	90%	90%	20%
90%	90%	0%	0%	0%
				7%
				COM

Notes Employs physical and magical combination attacks. Physical and magic resistance low when staggered. Becomes vulnerable to elements and status ailments and can be launched once staggered.

FLAMITOR

Habitat Augusta Tower (300 AF), Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
8,200	64	128	100	180
		Keep	Launch	Libra
85	150%	15	Weakness	20
-	-	-	-	-
Potent Engine				15%
Transparent Ooze				5%

35%	35%	35%	35%	35%
35%	35%	20%	35%	20%
35%	35%	35%	35%	0%
				15%
				MIN

Notes Capable of restoring HP.

MILITARIZED UNITS / ANCIENT AUTOMATA

FLAMBUGG

Habitat: Augusta Tower (300 AF)

HP	Strength	Magic	CP	Gil
11,500	148	132	102	0
50	145%	25	Weakness	80
-		x2	-	IMM

Keep	Launch	Libra

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TESTUDO

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
32,800	211	148	96	254
Keep		Launch		Libra
70	260%	25	Weakness	20
-	-	1/2	1/2	-	1/10
Mana Chip				25%
Threat Bearing				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				SYN

Notes -

SCUTARI

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
9,447	148	148	55	101
Keep		Launch		Libra
30	190%	10	Weakness	20
-	-	-	-	x2	1/2
Power Bolt				20%
Power Chip				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				COM

Notes -

IMMORTAL

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
326,400	481	482	1,200	2,880
Keep		Launch		Libra
90	230%	85	Resistant	60
1/2	1/2	x2	-	IMM	1/2
Indra[a]				10%
Romulus & Remus				5%

70%	70%	30%	90%	IMM
IMM	IMM	30%	IMM	30%
30%	30%	0%	0%	0%
-				-

Notes High damage dealing potential. Calls allies. Employs powerful lightning-based attacks.

CENTAURION BLADE

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
22,640	642	3,852	0	0
Keep		Launch		Libra
80	260%	99	Immune	0
1/2	1/2	x2	-	ABS	1/2
-				-
-				-

30%	30%	30%	90%	IMM
IMM	IMM	30%	IMM	IMM
30%	30%	0%	0%	0%
-				-

Notes Cannot be provoked. Delivers devastating physical attacks. Employs powerful lightning-based attacks.

BOMB

Habitat The Vile Peaks (010 AF)

HP	Strength	Magic	CP	Gil
5,039	64	64	81	171
Keep		Launch		Libra
90	200%	5	Immune	50
-	-	ABS	x2	1/2	1/2
Mana Sliver				30%
Fire Aegis				2%

30%	30%	30%	30%	30%
30%	30%	30%	30%	20%
30%	30%	0%	0%	0%
10%				RAV

Notes Capable of self-destructing for massive damage. Employs powerful fire-based attacks. Delivers devastating physical attacks.

CIRCUITRON

Habitat Bresha Ruins (300 AF)

HP	Strength	Magic	CP	Gil
12,500	200	200	35	121
Keep		Launch		Libra
90	150%	5	Immune	25
-	-	-	-	ABS	-
Cobaltite				15%
Lightning Aegis				2%

30%	30%	30%	IMM	30%
IMM	IMM	30%	IMM	30%
30%	30%	30%	30%	30%
10%				RAV

Notes Capable of self-destructing for massive damage. Employs powerful lightning-based attacks.

CRYOHEDRON

Habitat The Vile Peaks (010 AF)

HP	Strength	Magic	CP	Gil
6,000	64	64	81	171
Keep		Launch		Libra
90	200%	5	Immune	50
-	-	x2	ABS	1/2	1/2
Mana Sliver				20%
Ice Aegis				2%

30%	30%	30%	30%	30%
30%	30%	30%	30%	20%
30%	30%	0%	0%	0%
10%				RAV

Notes Capable of self-destructing for massive damage. Employs powerful ice-based attacks. Delivers devastating physical attacks.

CLOUDBURST

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
8,922	211	148	54	111
Keep		Launch		Libra
90	150%	5	Immune	150
-	-	x2	ABS	-	-
Mana Chip				30%
Threat Bearing				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				RAV

Notes Capable of self-destructing for massive damage. Employs powerful ice-based attacks. Healed by ice damage.

TEMPEST

Habitat Bresha Ruins (100 AF)

HP	Strength	Magic	CP	Gil
89,700	340	340	120	342
Keep		Launch		Libra
90	200%	5	Immune	35
-	-	-	-	-	ABS
Rhodochrosite				25%
Wind Aegis				2%

30%	30%	30%	IMM	30%
IMM	IMM	30%	IMM	30%
30%	30%	30%	30%	0%
10%				RAV

Notes Capable of self-destructing for massive damage. Employs powerful wind-based attacks.

DEBRIS

Habitat The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
20,374	211	402	96	196
Keep		Launch		Libra
80	140%	15	Immune	20
1/2	-	1/10	1/10	1/10	1/10
Mana Chip				30%
Threat Bearing				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				RAV

Notes Capable of self-destructing for massive damage.

BRENADE

Habitat Oerba (400 AF)

HP	Strength	Magic	CP	Gil
41,480	209	209	120	395
Keep		Launch		Libra
95	190%	10	Immune	20
x2	1/10	-	-	-	-
Power Booster				20%
Cobaltite				5%

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
10%				RAV

Notes Capable of self-destructing for massive damage. Capable of restoring HP.

DREADNOUGHT

Habitat The Vile Peaks (010 AF)

HP	Strength	Magic	CP	Gil
220,320	532	532	540	1,215
Keep		Launch		Libra
80	700%	35	Resistant	1
1/2	1/2	-	-	-	-
Vitality Booster				20%
Power Booster				5%

0%	0%	30%	IMM	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%
5%				COM

Notes High damage-dealing potential. Delivers devastating physical attacks. Capable of removing status ailments. Susceptible to Deprotect.

GHOUL

Habitat Academia (400 AF)

HP	Strength	Magic	CP	Gil
2,480	148	68	1	0

		Keep	Launch	Libra
50	120%	5	Weakness	20

-	-	x2	x2	x2	x2

Tear of Remorse	30%	
Potent Orb	5%	

20%	20%	20%	20%	20%
20%	20%	20%	20%	80%
30%	30%	IMM	0%	0%
-	-			

Notes -

GHAST

Habitat Beeha Ruins (805 AF), Oeiba (230 AF), The Archyte Steppe (717 AF), Oeiba (369 AF), Oeiba (400 AF)

HP	Strength	Magic	CP	Gil
15,545	145	230	132	122

		Keep	Launch	Libra
50	260%	25	Weakness	50

-	-	x2	x2	x2	x2

Poison	13%	
Cie'th Tear	5%	

20%	20%	20%	20%	20%
IMM	IMM	IMM	20%	20%
30%	30%	IMM	45%	80%
-	-			

Notes Executes powerful magic attacks.

STRIGOI

Habitat The Void Beyond (717 AF), A Dying World (709 AF), New Bodhum (700 AF)

HP	Strength	Magic	CP	Gil
26,949	155	430	120	90

		Keep	Launch	Libra
50	200%	40	Weakness	30

1/2	-	-	-	-	-

Tear of Remorse	20%	
Segmented Carapace	5%	

30%	30%	30%	30%	30%
IMM	IMM	IMM	30%	20%
30%	30%	IMM	45%	80%
-	-			

Notes Capable of inflicting Daze. Capable of inflicting Debrave.

TAXIM

Habitat Academia (400 AF)

HP	Strength	Magic	CP	Gil
13,500	135	175	100	50

		Keep	Launch	Libra
50	200%	25	Immune	50

-	-	x2	x2	x2	x2

Tear of Remorse	30%	
Bejeweled Claw	5%	

30%	30%	30%	30%	30%
IMM	IMM	IMM	30%	20%
30%	30%	IMM	45%	80%
-	-			

Notes Employs wounding attacks that reduce maximum HP. Employs powerful ice-based attacks.

VAMPIRE

Habitat The Archyte Steppe (717 AF), Oeiba (400 AF)

HP	Strength	Magic	CP	Gil
43,595	834	934	125	725

		Keep	Launch	Libra
70	265%	25	Resistant	35

1/2	-	x2	x2	x2	x2

Potent Generator	20%	
Impeder's Opal	2%	

IMM	30%	30%	IMM	30%
IMM	IMM	30%	IMM	90%
50%	50%	IMM	0%	0%
-	-			

Notes Executes powerful magic attacks. Capable of inflicting Daze. Capable of inflicting Curse. Employs wounding attacks that reduce maximum HP.

GEISERIC

Habitat Academia (400 AF)

HP	Strength	Magic	CP	Gil
236,980	2,954	2,964	1,000	5,000

		Keep	Launch	Libra
50	142%	65	Weakness	200

1/10	1/2	x2	x2	x2	x2

Tear of Remorse	20%	
Gold Bangle	5%	

70%	30%	IMM	IMM	70%
IMM	IMM	70%	IMM	20%
0%	0%	IMM	0%	0%
-	-			

Notes Can be attacked in multiple locations. Susceptible to Deshell. Delivers devastating physical attacks.

GEISERIC'S FIST

Habitat Academia (400 AF)

HP	Strength	Magic	CP	Gil
23,619	2,954	2,954	0	0

		Keep	Launch	Libra
50	142%	100	Immune	0

1/10	1/2	x2	x2	x2	x2

-		-
-		-

70%	30%	IMM	IMM	IMM
IMM	IMM	70%	IMM	IMM
30%	30%	IMM	0%	0%
-	-			

Notes Cannot be provoked. Susceptible to Deshell. High damage-dealing potential.

FOMORIE

Habitat The Archyte Steppe (717 AF)

HP	Strength	Magic	CP	Gil
982,500	1,520	0	869	1,920

		Keep	Launch	Libra
50	400%	95	Weakness	30

1/10	1/2	x2	x2	x2	x2

Power Crystal	20%	
Defender's Topaz	2%	

70%	20%	IMM	50%	30%
IMM	IMM	IMM	IMM	30%
30%	30%	IMM	0%	0%
-	-			

Notes Can be attacked in multiple locations. Susceptible to Deshell. Delivers devastating physical attacks. Susceptible to Slow.

FOMORIE'S GIANT FIST

Habitat The Archyte Steppe (717 AF)

HP	Strength	Magic	CP	Gil
70,800	1,520	0	0	0

		Keep	Launch	Libra
50	200%	100	Immune	30

1/10	-	x2	x2	x2	x2

-		-
-		-

70%	30%	IMM	IMM	IMM
IMM	IMM	IMM	IMM	IMM
30%	30%	IMM	0%	0%
-	-			

Notes Cannot be provoked. Susceptible to Deshell. High damage-dealing potential.

WLADISLAOS

Habitat The Archyte Steppe (717 AF), Oeiba (400 AF)

HP	Strength	Magic	CP	Gil
92,010	1,014	1,014	209	350

		Keep	Launch	Libra
53	None	75	Resistant	30

-	1/2	x2	x2	x2	x2

Mana Generator	20%	
Supporter's Amethyst	2%	

50%	50%	IMM	IMM	70%
IMM	70%	0%	50%	30%
20%	30%	IMM	0%	0%
-	-			

Notes Delivers devastating physical attacks. Executes powerful magic attacks. Capable of inflicting Doprotect. Capable of inflicting Deshell.

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MALEBRANCHE

Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
317,700	1,014	1,014	800	1,920
		Keep	Launch	Libra
85	Mute	40	Resistant	30
-	1/2	x2	x2	x2	x2
Power Generator				20%
Berserker's Ruby				2%

50%	90%	IMM	IMM	70%
IMM	70%	0%	90%	30%
30%	30%	IMM	0%	0%

Notes: Delivers devastating physical attacks. Executes powerful magic attacks. Capable of inflicting Deprotect. Capable of inflicting Deshell.

NELAPSI

Habitat: Academia (400 AF)

HP	Strength	Magic	CP	Gil
3,349	95	80	80	80
		Keep	Launch	Libra
10	230%	25	Immune	30
-	-	-	-	-	-
Tear of Remorse				20%
Tear of Woe				2%

30%	30%	30%	30%	30%
IMM	IMM	IMM	30%	20%
30%	30%	IMM	45%	80%

Notes: Frequently evades attacks. Employs powerful wind-based attacks.

VARCOLACI

Habitat: The Archylte Steppe (??? AF), Oerba (400 AF)

HP	Strength	Magic	CP	Gil
21,180	254	338	160	180
		Keep	Launch	Libra
90	180%	5	Immune	20
-	-	-	-	-	-
Vitality Generator				20%
Healer's Emerald				2%

IMM	30%	IMM	IMM	30%
IMM	IMM	50%	IMM	70%
50%	50%	IMM	0%	0%

Notes: Frequently evades attacks. Executes powerful magic attacks. Capable of inflicting Poison.

CHONCHON

Habitat: Oerba (200 AF), The Archylte Steppe (??? AF), Oerba (300 AF), Oerba (400 AF), The Void Beyond (??? AF), A Dying World (700 AF), New Bodhum (700 AF)

HP	Strength	Magic	CP	Gil
2,249	33	55	44	52
		Keep	Launch	Libra
90	200%	5	Immune	20
-	-	-	-	-	x2
Painkiller				12%
Cie'th Tear				5%

30%	30%	30%	30%	30%
IMM	IMM	IMM	30%	IMM
30%	30%	0%	45%	80%

Notes: Cannot be provoked. Capable of inflicting Curse. Capable of inflicting Imperil. Capable of inflicting Deshell.

COCYTUS

Habitat: Academia (400 AF)

HP	Strength	Magic	CP	Gil
20,640	50	50	200	0
		Keep	Launch	Libra
70	300%	95	Immune	200
1/2	1/2	-	-	IMM	x2
Tear of Remorse				20%
Tear of Woe				3%

45%	45%	45%	45%	45%
IMM	IMM	IMM	IMM	20%
45%	45%	IMM	0%	0%

Notes: Employs powerful lightning-based attacks. Frequently evades attacks. Capable of inflicting Imperil.

ISPUSTEKE

Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
105,500	152	423	308	629
		Keep	Launch	Libra
100	130%	95	Immune	30
-	1/2	1/2	1/2	1/2	1/2
Mana Crystal				20%
Blaster's Sapphire				2%

50%	IMM	30%	IMM	30%
0%	IMM	IMM	IMM	30%
0%	0%	IMM	0%	0%

Notes: Executes powerful magic attacks. Chain bonus accumulates slowly. Capable of inflicting Poison.

SEEKER

Habitat: Oerba (200 AF), The Archylte Steppe (??? AF), Oerba (300 AF), Oerba (400 AF), The Void Beyond (??? AF), A Dying World (700 AF), New Bodhum (700 AF)

HP	Strength	Magic	CP	Gil
3,548	33	100	44	52
		Keep	Launch	Libra
90	200%	5	Weakness	20
-	x2	-	-	-	-
Holy Water				12%
Cie'th Tear				5%

30%	30%	30%	30%	30%
IMM	IMM	IMM	30%	20%
30%	30%	0%	45%	80%

Notes: Coordinates attacks against a single target. Executes powerful magic attacks.

YOMI

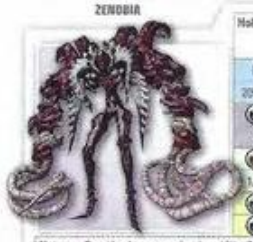
Habitat: The Archylte Steppe (??? AF)

HP	Strength	Magic	CP	Gil
1,200,000	705	705	20,000	48,000
		Keep	Launch	Libra
40	350%	95	Immune	1,000
-	-	1/2	1/2	1/2	1/2
Tear of Woe				40%
Trapezohedron				5%

30%	30%	30%	60%	30%
IMM	IMM	0%	IMM	30%
30%	30%	IMM	IMM	0%

Notes: Delivers devastating physical attacks. Executes powerful magic attacks. Susceptible to Curse. Capable of temporary invulnerability.

ZENOBIA



Habitat: Academia (400 AF)

HP	Strength	Magic	CP	Gil
209,920	148	148	0	0
		Keep	Launch	Libra
50	300%	25	Immune	1,000
1/2	-	-	-	-	-
Tear of Woe				30%
-				-

30%	30%	25%	25%	50%
IMM	IMM	25%	IMM	40%
30%	30%	30%	50%	0%

Notes: Capable of temporary invulnerability. Can alter own form. Employs wounding attacks that reduce maximum HP.

VABALLATHUS

Habitat: Academia (400 AF)

HP	Strength	Magic	CP	Gil
9,184	165	83	0	0
		Keep	Launch	Libra
80	130%	0	Immune	1,000
1/2	-	x2	x2	x2	x2
-				-
-				-

20%	30%	30%	30%	30%
30%	30%	30%	IMM	30%
30%	30%	30%	30%	0%

Notes: Delivers devastating physical attacks. Capable of inflicting Fog. Capable of restoring HP.

GORGYRA

Habitat: Yeschas Massif (DIX AF)

HP	Strength	Magic	CP	Gil
848,000	235	352	0	0
		Keep	Launch	Libra
80	300%	20	Immune	1,000
1/2	-	x2	x2	x2	x2
Tear of Woe				100%
-				-

40%	40%	IMM	IMM	50%
IMM	IMM	50%	IMM	40%
40%	40%	30%	50%	0%

Notes: Capable of inflicting Doom. Employs non-elemental attacks. Employs wounding attacks that reduce maximum HP. Capable of inflicting Daze.

RASPUTIL

Habitat: Oerba (400 AF)

HP	Strength	Magic	CP	Gil
3,686,000	254	127	25,000	50,000
		Keep	Launch	Libra
00	500%	95	Immune	1,000
1/2	1/2	-	-	-	-
Scarlette				30%
Royal Amulet				5%

0%	0%	45%	IMM	45%
45%	45%	IMM	IMM	20%
45%	45%	45%	0%	0%

Notes: Capable of draining HP and calling allies. Strength and magic increase with each form. Employs non-elemental attacks. Employs wounding attacks that reduce maximum HP.

CAIUS BALLAD
(Cerbe, First Encounter)

Habitat: Cerbe (200 AF)

HP	Strength	Magic	CP	Gil
24,500	88	96	0	0
60	300%	95	Immune	51
1/2	1/2	-	-	-

40%	40%	50%	40%	50%	
Knock	Launch	Libra			
IMM	IMM	50%	IMM	40%	
40%	40%	30%	50%	0%	

Notes: Capable of restoring HP. Employs wounding attacks that reduce maximum HP. Delivers devastating physical attacks. Executes powerful magic attacks.

CAIUS BALLAD
(Void Beyond, First Encounter)

Habitat: The Void Beyond (777 AF)

HP	Strength	Magic	CP	Gil
72,000	99	80	0	0
50	200%	98	Immune	51
1/2	1/2	-	-	-

40%	40%	50%	40%	50%	
Knock	Launch	Libra			
IMM	IMM	50%	IMM	40%	
40%	40%	30%	50%	0%	

Notes: Capable of restoring HP. Employs non-elemental attacks. Delivers devastating physical attacks. Executes powerful magic attacks.

CAIUS BALLAD
(A Dying World, First Encounter)

Habitat: A Dying World (700 AF)

HP	Strength	Magic	CP	Gil
5,000	62	62	0	0
60	150%	95	Immune	51
1/2	1/2	-	-	-

40%	40%	50%	40%	50%	
Knock	Launch	Libra			
IMM	IMM	50%	IMM	40%	
40%	40%	30%	50%	0%	
Marty's Emblem				100%	

Notes: Capable of restoring HP. Employs non-elemental attacks. Delivers devastating physical attacks. Executes powerful magic attacks.

CAIUS BALLAD
(Academia)

Habitat: Academia (500 AF)

HP	Strength	Magic	CP	Gil
38,000	95	85	0	0
50	300%	99	Immune	51
1/2	1/2	-	-	-

40%	40%	50%	40%	50%	
Knock	Launch	Libra			
IMM	IMM	50%	IMM	IMM	
40%	40%	30%	50%	0%	

Notes: Capable of restoring HP. Employs physical and magical combination attacks. Employs non-elemental attacks. Cannot be provoked.

CAIUS BALLAD
(Valhalla)

Habitat: Valhalla (777 AF)

HP	Strength	Magic	CP	Gil
92,550	95	95	0	0
50	200%	95	Immune	51
1/2	1/2	-	-	-

40%	40%	50%	40%	50%	
Knock	Launch	Libra			
IMM	IMM	50%	IMM	40%	
40%	40%	30%	50%	0%	

Notes: Capable of restoring HP. Employs physical and magical combination attacks. Employs non-elemental attacks. Employs wounding attacks that reduce maximum HP.

CAIUS BALLAD
(Cerbe, with Paradox Scope activated)

Habitat: Cerbe (200 AF)

HP	Strength	Magic	CP	Gil
414,000	235	235	0	0
50	300%	99	Immune	51
1/2	1/2	-	-	-

40%	40%	50%	40%	50%	
Knock	Launch	Libra			
IMM	IMM	50%	IMM	40%	
40%	40%	30%	50%	0%	

Notes: Capable of restoring HP. Employs wounding attacks that reduce maximum HP. Delivers devastating physical attacks. Executes powerful magic attacks.

CAIUS BALLAD
(The Void Beyond, with Paradox Scope activated)

Habitat: The Void Beyond (777 AF)

HP	Strength	Magic	CP	Gil
90,032	184	184	0	0
50	200%	95	Immune	51
1/2	1/2	-	-	-

40%	40%	50%	40%	50%	
Knock	Launch	Libra			
IMM	IMM	50%	IMM	40%	
40%	40%	30%	50%	0%	

Notes: Capable of restoring HP. Employs physical and magical combination attacks. Employs non-elemental attacks. Employs wounding attacks that reduce maximum HP.

CAIUS BALLAD
(A Dying World, with Paradox Scope activated)

Habitat: A Dying World (700 AF)

HP	Strength	Magic	CP	Gil
30,052	106	106	0	0
50	150%	95	Immune	51
1/2	1/2	-	-	-

40%	40%	50%	40%	50%	
Knock	Launch	Libra			
IMM	IMM	50%	IMM	40%	
40%	40%	30%	50%	0%	

Notes: Capable of restoring HP. Employs non-elemental attacks. Delivers devastating physical attacks. Executes powerful magic attacks.

PHOTO FAL'CIE ADAM
(First Encounter)

Habitat: Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
14,250	101	50	0	0
40	250%	85	Immune	500
-	-	-	-	-

50%	50%	IMM	IMM	IMM	
Knock	Launch	Libra			
IMM	IMM	IMM	IMM	30%	
IMM	IMM	IMM	IMM	IMM	
Phoenix Down				50%	

Notes: Executes powerful magic attacks. Employs wounding attacks that reduce maximum HP.

LEFT/RIGHT MANIPULATOR
(First Encounter)

Habitat: Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
11,400	64	35	0	0
50	150%	85	Immune	500
-	-	-	-	-

30%	30%	20%	50%	IMM	
Knock	Launch	Libra			
IMM	IMM	IMM	IMM	30%	
IMM	IMM	IMM	IMM	30%	
Phoenix Down				50%	

Notes: Executes powerful magic attacks. Employs wounding attacks that reduce maximum HP.

PHOTO FAL'CIE ADAM
(Second Encounter)

Habitat: Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
232,190	144	72	0	0
40	200%	85	Immune	500
-	-	-	-	-

50%	50%	IMM	IMM	IMM	
Knock	Launch	Libra			
IMM	IMM	IMM	IMM	30%	
IMM	IMM	IMM	IMM	IMM	
Gold Nugget				50%	

Notes: Delivers devastating physical attacks. Executes powerful magic attacks. Employs wounding attacks that reduce maximum HP.

LEFT/RIGHT MANIPULATOR
(Second Encounter)

Habitat: Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
16,320	92	38	0	0
50	150%	85	Immune	500
-	-	-	-	-

30%	30%	20%	50%	IMM	
Knock	Launch	Libra			
IMM	IMM	IMM	IMM	30%	
IMM	IMM	IMM	IMM	30%	
Gold Nugget				50%	

Notes: Delivers devastating physical attacks. Executes powerful magic attacks. Employs wounding attacks that reduce maximum HP.

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PROTO FAL'CIE ADAM
(Further Encounters)

Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
74,250	101	50	0	0
		Keep	Launch	Libra
40	200%	95	Immune	500
-	-	-	-	-
Phoenix Down				50%
-				-

50%	50%	IMM	IMM	IMM
IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	IMM

Notes Delivers devastating physical attacks.

LEFT/RIGHT MANIPULATOR
(Further Encounters)

Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
11,420	64	25	0	0
		Keep	Launch	Libra
50	150%	65	Immune	500
-	-	-	-	-
Phoenix Down				50%
-				-

30%	30%	20%	50%	IMM
IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	30%

Notes Executes powerful magic attacks. Employs wounding attacks that reduce maximum HP.

PROTO FAL'CIE ADAM
(with Paradox Surge activated)

Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
551,200	288	192	0	0
		Keep	Launch	Libra
40	200%	95	Immune	500
-	-	-	-	-
Vitality Generator				50%
-				-

55%	55%	IMM	IMM	IMM
IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	IMM

Notes Delivers devastating physical attacks. Executes powerful magic attacks. Employs wounding attacks that reduce maximum HP.

LEFT/RIGHT MANIPULATOR
(with Paradox Surge activated)

Habitat Augusta Tower (200 AF)

HP	Strength	Magic	CP	Gil
16,220	278	180	0	0
		Keep	Launch	Libra
0	150%	95	Immune	500
-	-	-	-	-
Power Generator				50%
-				-

30%	30%	20%	50%	IMM
IMM	IMM	IMM	IMM	30%
IMM	IMM	IMM	IMM	30%

Notes Delivers devastating physical attacks. Executes powerful magic attacks. Employs wounding attacks that reduce maximum HP.

CHAOS BAHAMUT
(Valhalla)

Habitat Valhalla (??? AF)

HP	Strength	Magic	CP	Gil
24,000	2,300	2,900	0	0
		Keep	Launch	Libra
99	None	160	Immune	0
-	-	-	-	-
-				-
-				-

30%	30%	30%	30%	30%
30%	30%	30%	30%	30%
30%	30%	30%	0%	0%

Notes -

CHAOS BAHAMUT
(Academia)

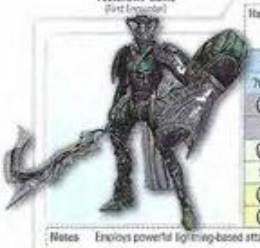
Habitat Academia (560 AF)

HP	Strength	Magic	CP	Gil
79,920	465	420	300	450
		Keep	Launch	Libra
80	None	100	Immune	51
1/2	1/2	1/2	1/2	1/2
Phoenix Down				50%
Phoenix Blood				10%

70%	70%	70%	IMM	90%
IMM	IMM	IMM	IMM	IMM
70%	70%	IMM	IMM	IMM

Notes Can alter own form. Cannot be provoked. Immune to wounding attacks that reduce maximum HP.

TWILIGHT ODIN
(First Encounter)



Habitat The Vile Peaks (Old AF)

HP	Strength	Magic	CP	Gil
706,000	435	304	0	0
		Keep	Launch	Libra
80	300%	95	Immune	1,000
1/2	1/2	-	-	ABS
Martyr's Badge				100%
-				-

IMM	IMM	IMM	IMM	50%
IMM	IMM	IMM	IMM	10%
90%	90%	IMM	90%	IMM

Notes Employs powerful lightning-based attacks. Healed by lightning damage. Delivers devastating physical attacks.

TWILIGHT ODIN
(Second Encounter)

Habitat The Vile Peaks (200 AF)

HP	Strength	Magic	CP	Gil
706,000	304	263	0	0
		Keep	Launch	Libra
50	200%	95	Immune	1,000
-	-	-	-	ABS
Martyr's Badge				100%
-				-

50%	50%	50%	70%	50%
IMM	IMM	IMM	IMM	10%
70%	70%	IMM	50%	IMM
100%				COM

Notes Employs powerful lightning-based attacks. Healed by lightning damage. Delivers devastating physical attacks. Susceptible to Imperil.

JET BAHAMUT

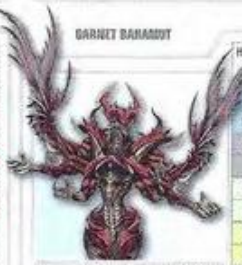
Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
1,059,000	2,027	790	0	0
		Keep	Launch	Libra
50	300%	95	Immune	1,000
-	-	-	-	-
-				-
-				-

60%	60%	50%	70%	IMM
IMM	IMM	IMM	IMM	30%
70%	70%	IMM	IMM	0%

Notes Employs non-elemental attacks. Employs wounding attacks that reduce maximum HP. Delivers devastating physical attacks. Executes powerful magic attacks.

GARNET BAHAMUT



Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
141,200	253	304	0	0
		Keep	Launch	Libra
50	300%	95	Immune	1,000
1/2	-	1/2	-	1/2
-				-
-				-

60%	40%	50%	60%	50%
70%	IMM	50%	IMM	30%
30%	30%	IMM	IMM	0%

Notes Capable of restoring HP. Delivers devastating physical attacks. Physical attacks are ineffectual.

AMBER BAHAMUT

Habitat Academia (500 AF)

HP	Strength	Magic	CP	Gil
141,200	253	122	9	0
		Keep	Launch	Libra
50	300%	95	Immune	1,000
-	1/2	-	1/2	-
-				1/2
-				-

40%	80%	50%	60%	50%
IMM	70%	50%	IMM	30%
30%	30%	IMM	IMM	0%

Notes Capable of restoring HP. Executes powerful magic attacks. Magical attacks are ineffectual.

EXTRAS

In this final chapter, we offer a complete guide to Trophies and Achievements, details on how to obtain all Live Trigger rewards, and a Fragment checklist (with page references) to help readers reach 100% completion.

Spoiler Warning: While we have been careful to avoid references to narrative events in Final Fantasy XIII-2 wherever possible, this chapter naturally contains spoilers. For this reason, we caution against casual browsing until you have completed the main storyline.

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TROPHIES & ACHIEVEMENTS

Final Fantasy XIII-2's collection of Trophies and Achievements offers a good blend of story and gameplay milestones, plus an approachable range of special challenges. Those who do not wish to dive too deeply into post-story play will obtain a respectable haul for their troubles, while power gamers willing to go a little further can claim the majority of the rewards with relatively little effort. Only a handful of these accomplishments require anything close to a max-level party to unlock.

MAIN STORYLINE MILESTONES

ICON	NAME	TYPE	◎	UNLOCK CONDITION
	Early Riser	Bronze	15	Unlocked once you defeat the groups of Nektons and Meonektons on the beach in New Bodhum (003 AF).
	Time Traveler	Bronze	15	Start Episode 2 in Bresha Ruins (005 AF).
	Scarlet Medal	Bronze	14	Defeat the weakened Atlas with a five-star rank in Bresha Ruins (005 AF).
	Future Espier	Bronze	15	Start Episode 3, Part 1 in Yaschas Massif (010 AF).
	Past Gazer	Bronze	15	Start Episode 3, Part 2 in Sunleth Waterscape (300 AF).
	Threat Facer	Bronze	15	Start Episode 4 in Academia (400 AF).
	Sooth Seeker	Bronze	15	Start Episode 5 in The Void Beyond after Academia (4XX AF).
	Promise Keeper	Bronze	15	Start Episode 6 in Academia (500 AF).
	Epic Finisher	Gold	90	Complete the game by defeating the final boss.

GAMEPLAY MILESTONES

ICON	NAME	TYPE	◎	UNLOCK CONDITION	NOTES
	Budding Hunter	Silver	30	Defeat 100 enemies.	
	Quick Draw	Bronze	15	Start 50 battles with a Preemptive Strike.	Power gamers may unlock these during Episode 2; everyone else will pick them up in the early stages of Episode 3.
	Staggering	Bronze	15	Stagger monsters 50 times.	
	Wild Thing	Bronze	16	Use Feral Link abilities 100 times.	You should hit this milestone much later in the story. Those who take a keen interest in monster hunting will pick it up relatively early.

SPECIAL FEATS

ICON	NAME	TYPE	©	UNLOCK CONDITION	NOTES
	Anomalous	Silver	30	View all Paradox Endings (including the Secret Ending).	Only possible once you obtain the Paradox Scope on completion of the main storyline. See "Anomalous" overleaf for further details.
	Beast Tamer	Gold	90	Obtain a monster crystal from Don Tonberry in Bresha Ruins (100 AF).	This challenging opponent (see page 185 for a suggested battle strategy) is probably best left until post-story play, or until your party reaches an advanced stage of development in a completionist playthrough. The Monster Collector Fragment Skill unlocked by acquiring all Fragments in both Vile Peaks destinations will definitely help.
	Big Game Hunter	Silver	30	Defeat Ochu, Immortal, Yomi, and Long Gui on the Archylte Steppe.	Though Ochu and Immortal can be defeated by fairly low-level parties with a little preparation, Long Gui and Yomi are opponents that are easier to defeat once you complete the main storyline. You can find strategies for all four in the Archylte Steppe section of the Tour Guide chapter.
	Cerulean Medal	Bronze	14	Defeat Proto fal'Cie Adam with a five-star rank in Augusta Tower (200 AF).	This is the second incarnation of Proto fal'Cie Adam that you face in the final boss battle for the area, just before the Live Trigger.
	Choco-boco-holic	Bronze	14	Spend 100,000 gil at Chocolina's shop.	There is generally little cause to spend vast sums of gil with Chocolina until her inventory is populated with high-value items on completion of the main storyline. Don't feel obliged to spend this sum beforehand.
	Chronosavior	Gold	90	Defeat the final boss with a five-star rank.	The difficulty and length of the final boss battle is linked to the strength of your party. If Serah and Noel are not very advanced, it can take up to an hour; with a maxed-out party and a practiced strategy, as little as three minutes. Achieving a five-star rating also unlocks the "Noel" Gamer Picture/Theme.
	Clock Stopper	Bronze	15	Get 100 consecutive "GREAT" ratings with the Mog Clock.	Those who spend lengthy periods of time farming for Monster Materials (particularly in the Archylte Steppe's Clearwater Marshes) may unlock this without thinking about it. If you need to specifically grind to obtain it, try a location where the enemies that materialize are static – such as the Tidal Shallows area in New Bodhum (003 AF).
	Fair Fighter	Gold	90	Defeat Raspatil on Normal Mode in Oerba (400 AF).	Raspatil is a rare Cie'th that only a high-level party can hope to conquer. See page 173 for our recommended baseline requirements and a detailed strategy. This also unlocks the "Mog" gamer picture/Theme on completion.
	Fragmented	Silver	30	Obtain all Fragments in one category.	The "Quiz Mastery" (see page 151) and "The Honor of Blitz Squad" (see page 163) categories can be completed before you begin Episode 5 by departing from Academia (4XX AF).
	Giant's Fist	Gold	90	Deal 99,999 damage with one hit.	Possibly the most demanding accomplishment of all. See "Giant's Fist" for advice.
	Defragmented	Gold	90	Acquire all 160 Fragments.	As this requires that you complete the main storyline and obtain the Paradox Scope, it is a feat that players can only accomplish in post-story play. Use the Completion Timeline and Tour Guide chapters to identify any side quests that you may have missed. Unlocks the "Serah" gamer picture/Theme.
	No Retreat	Bronze	16	Win 50 consecutive battles without using the Retry option.	You can reasonably hope to accomplish this in the course of natural play, especially while farming low-level monsters for useful item drops.
	Obsidian Medal	Bronze	14	Defeat Pacos Luvulite and Pacos Amethyst with a five-star rank in Academia (500 AF).	If you don't achieve this feat against these two sub-bosses on your first attempt, simply close the local Gate to try again later with a stronger party. Raw aggression and a liberal sprinkling of buffs and debuffs is the key to beating both quickly.
	Saddle Sore	Bronze	12	Take more than 10,000 steps while riding a Chocobo.	If you complete the main storyline and have yet to unlock this, simply hire a Chocobo and run in circles until the notification pops.
	Serendipitous	Bronze	12	Earn 10,000 Casino Coins.	The Chocobo Races are by far the easiest and most rewarding way to hit this total. See page 119 for a comprehensive guide.
	Strategist	Bronze	18	Perform a total of 1,000 Paradigm Shifts.	Strangely, players who take the time to conquer the difficulty curve with a little power-leveling are at a disadvantage with this milestone. If you regularly cruise through battles in Relentless Assault, you may fall well short of the total required even after completing the main storyline. We suggest that you at least use the ATB Refresh technique (see page 199) to accelerate your progress. If this is your only remaining accomplishment, you can grind it out with a Paradigm Deck of Tortoise or Salvation Paradigms against a weak opponent.
	Supreme Being	Silver	30	Reach rank 99 in all roles on one character.	This is a milestone that you can reach before you collect all 160 Fragments. Obtain and activate the Rolling in CP Fragment Skill (see page 125) at an early stage to double the base CP rewards in all battles.
	Trigger Finger	Silver	30	Complete all Cinematic Action prompts during the battles against Paradox Alpha, Atlas, Royal Ripeness, Zenobia and Proto fal'Cie Adam.	See the separate "Trigger Finger" entry for tips.
	Master of Time	Platinum	-	Unlock all other Trophies on the Normal setting.	PS3 only. Unlocks an additional "Lightning" Theme.

SPECIAL FEATS: ADDITIONAL GUIDANCE

ANOMALOUS

This Trophy/Achievement requires that you unlock and view all possible Paradox Endings, as detailed in the accompanying tables.

SUMMARY: PARADOX ENDINGS

FRAGMENT	LOCATION	PAGE	PARADOX SCOPE REQUIRED?
Transcript: A Giant Mistake	Bresha Ruins (005 AF)	89	No
Transcript: Vanille's Truth	Oerba (200 AF)	95	Yes
Transcript: Mog's Marvelous Flan Plan	Sunleth Waterscape (300 AF)	104	No
Transcript: Test Subjects	Augusta Tower (200 AF)	147	Yes
Transcript: The Future Is Hope	Academia (4XX AF)	150	Yes
Transcript: Beneath a Timeless Sky	The Void Beyond (Episode 5)	175	Yes
Transcript: Fate and Freedom	The Void Beyond: New Bodhum (Episode 5)	177	No
Transcript: Heir to Chaos	A Dying World (700 AF)	181	Yes

SECRET ENDING

NAME	LOCATION	PAGE	PARADOX SCOPE REQUIRED?
The Goddess Is Dead	Academia (500 AF)	191	Yes

TRIGGER FINGER

This Trophy/Achievement is unlocked by obtaining a "Perfect" rating in all Cinematic Action sequences documented in the accompanying table. If you have obtained the Clock Master Fragment Skill, we strongly recommend that you deactivate it before you attempt these fights.

CINEMATIC ACTION SEQUENCES

OPPONENT	BUTTON COMMANDS	NOTES
Paradox Alpha	**First stage:** L **Second stage:** L, L, ⊗/A **Third stage (closing cutscene):** △/Y (repeatedly)	You can easily close the Bresha Ruins (005 AF) Gate at the Historia Crux and return to complete this at a later date. You also need to replay this gameplay section to confront the "full strength" Atlas to unlock the A Giant Mistake Paradox Ending.
Atlas	L, ○/B, L, ⊗/A, L, ⊗/A, L, ⊗/A	You can replay this boss fight at the end of Bresha Ruins (005 AF) when you return to unlock the Paradox Ending. If you need a third attempt due to bad luck, it's much easier to fight the weakened Atlas for subsequent battles.
Royal Ripeness (opening fight)	**Early battle:** □/X **Finale:** L, □/X, □/X (repeatedly), ○/B (repeatedly), L	Extremely easy to repeat at a later date by closing the Sunleth Waterscape (300 AF) Gate at the Historia Crux; you also need to play through it again en route to the Paradox Ending obtained by beating the full-strength Royal Ripeness.
Zenobia	L, L + ○/B, L + ○/B, L, ⊗/A (repeatedly)	Fighting through the hordes of Cie'th to face Zenobia in Academia (400 AF) can be a lengthy chore on a follow-up visit. If you fail to gain the desired Perfect, we suggest that you reset your console immediately, reload, then try again – this is much quicker than starting from the beginning.
Proto fal'Cie Adam	L, L, L + ○/B, ⊗/A (repeatedly) + L, ⊗/A (repeatedly)	As with the Zenobia Cinematic Action, it's better to reset and reload if you fail to obtain a Perfect than start from the beginning. (Incidentally, when you reach the Live Trigger, select anything but "Scream at Hope" for your first answer if you have yet to fight the "secret" version of Proto fal'Cie Adam. This is a requirement for the Monster Professor side quest: see page 150.)

GIANT'S FIST

This Trophy/Achievement challenges you to inflict 99,999 HP in damage with a single blow. To accomplish this, use the following steps:

- Advance your party until you approach or hit the maximum level cap in all roles that enhance Noel's Strength stat; ideally, he should have a rating of at least 800. If you use the optimal Crystarium advancement strategy detailed on page 218, you can reach this benchmark earlier.
- Recruit a Thexteron and level it until you unlock the Bravery and Enthunder status enhancements.
- Acquire and equip the Mac an Luin weapon to unlock a sixth ATB gauge segment: as informed players may have guessed, we'll be using Noel's Meteor Javelin ability. The extra ATB segment increases the damage inflicted by this ultimate attack.
- Equip four Delicate Iron Bangles to imbue Noel with the High HP Damage: Power Surge synthesized ability (damage +25% when Noel's health bar is green).
- Head to the Archylte Steppe and change the weather to sunny to fight a Long Gui. This opponent is tailor-made for the task at hand, as it has a massive HP total and can be bludgeoned to the maximum Chain Bonus total. In addition to the standard Paradigms, you need Evened Odds (MED + SAB + SYN, with the Thexteron as the Synergist) and Cerberus (COM + COM + COM) – ideally with a monster COM with at least Bonus Boost I.
- Start the fight as usual, tanking Long Gui's attacks in Tortoise as you take out both forelegs. When your opponent collapses, inflict Deprotect, then Stagger it and increase the Chain Bonus to 999%. Ensure that Noel is in peak condition (green HP gauge) to secure the High HP damage bonus. Bring your Thexteron into the fray and wait until it bestows Noel with Bravery and Enthunder. Now switch to the Cerberus Paradigm.
- Finally, unleash Meteor Javelin. The combined effects will all stack to augment Noel's natural strength and the true potential of his ultimate attack, causing each individual assault to hit the 99,999 HP damage cap.
- Power gamers may be interested to know that you can hit the 99,999 HP damage cap with the Zantetsuken Feral Link attack. You must first max out Twilight Odin and enhance his abilities with tactical infusions (such as Role Resonance, Strength +35% and Ally KO: Power Surge II), then augment his raw damage output further with Bravery, inflict Deprotect on the opponent, allow either Serah or Noel to fall, then unleash the Feral Link. Given the sheer amount of work that this entails, however, we imagine that the vast majority of readers will be happy to stick with the Meteor Javelin strategy...

LIVE TRIGGERS & REWARDS

This giant table details the conditions (and optimum answers) for all Live Trigger questions that lead to treasure box rewards. Before you read on, there are a few points that you should bear in mind:

- There are two conditions that govern the nature of Live Trigger rewards: the number of individual questions answered, and the selection of specific "funny" responses.
- If you do not meet the requirements to collect an Adornment, your party will find a Potion in the treasure box that appears, or be awarded one on your return to the Historia Crux.
- If you would like to pick up the best Live Trigger rewards, you cannot skip preceding dialogue or cutscenes – this will cause you to bypass the question entirely – though it's fine to skip through individual lines (where possible) with Ⓧ/Ⓐ. However, feel free to cancel any conversations or cinematics that follow them.
- You can return to completed areas to obtain Live Trigger rewards by closing Gates to replay the events of the main storyline. While certain Live Triggers may be unavailable in a second playthrough, there is always a sufficient number of them to secure the best Adornment on offer.
- Your previous answers may be replaced with "extended" answers on repeat playthroughs. The Paradox Scope Fragment Skill can also lead to the appearance of new answers.
- Our table only includes Live Triggers that contribute towards potential rewards.

LIVE TRIGGERS & REWARDS

LOCATION	TIMING	QUESTION	FUNNY ANSWER	CONDITION & REWARD
New Bodhum (003 AF)	At the beginning when Serah opens the door.	"Dreams of strange worlds; clothes appearing from nowhere. What's going on?"	-	• Answer five Live Triggers or more: Lebreau's Olive Tattoo • Answer five Live Triggers or more, including at least three funny answers: Golden Flower
	After Serah leaves the NORA house.	"Where's the village? Everything out here is completely different. What is this place?"	-	
	On the way to the meteorite, talk to Noel before the Mog Clock tutorial.	"This strange young man says he met with Lightning in Valhalla. I need to find out more."	"What is a moogle anyway?"* "What's your favorite food?"*	
	On the way to the meteorite, talk to Noel.	"Noel is staring at Cocoon like he's seeing it for the first time. What to say?"	-	
	On the way to the meteorite, talk to Gadot.	"Gadot seems concerned for Serah's safety. How should Noel respond to Gadot's distrust?"	"This boss sounds like a bully!" "I thought you were the boss." "I'll be sure to pass that on to Snow!"*	
	On the way to the meteorite, talk to Yuj.	"Yuj seems curious about my new attire. What should I tell him?"	"You want to try them on?" "I wore this for you!"*	
	On the way to the meteorite, talk to Maqui.	"After the meteorite hit, different realities started bleeding into ours. Let's ask Maqui what he thinks."	"Where did the moogle come from?" "Where did Noel come from?"*	
New Bodhum (003 AF) - Next Day	Talk to Lebreau.	"Lebreau was injured saving me yesterday. She looks fine this morning, so how do I respond?"	"Good morning, kupo!" "Give me some cooking tips!"*	• Answer 11 Live Triggers: Aqua Ribbon • Answer 11 Live Triggers including four or more funny answers: Summery Parasol
	Talk to Noel on the beach before obtaining any of the prospective "Artefacts".	"Noel wants to search for an 'artefact' to open a 'gate.' Maybe I should find out more..."	-	
	Talk to Noel after finding one item.	"An artefact is something that 'doesn't belong' in this time. What else can Noel tell me?"	"Are you an artefact!?"*	
	Talk to Noel on the way back after collecting the two items.	"Noel's asking me about Snow. How should I answer him?"	"He's like this really cool guy!" "It's my cat's name!"*	
	After catching the cat, Snow.	"Noel says that my friends have become like family. How do I respond to that?"	"The cat is my only family!" "Are you a cat person or a dog person?"	
	Talk to the children while searching for the Artefact.	"In the future world, Noel's grandmother was also his teacher. What should I ask him?"	-	
	Strike up a conversation in the vegetable garden in the southwest of the map.	"In the future, Noel said he was the last human left. What do I say to that...?"	"So you're like an endangered animal?"	
	Examine the knife.	"Only I remember Lightning being there on the plain. Why don't the others?"	-	
	Talk to the boy who took the necklace.	"This boy's hiding something. What approach would work best...?"	"I'll buy you lunch for a year!"	
	Talk to the boy who took the necklace.	"Maybe if I give it one more shot. I think I can get him talking."	-	
	Got the necklace.	"Snow has been gone a long time. Noel wonders why I didn't go after him. How should I reply?"	-	

* "Extended" answer

LIVE TRIGGERS & REWARDS (CONT.)

LOCATION	TIMING	QUESTION	FUNNY ANSWER	CONDITION & REWARD
Bresha Ruins (005 AF)	Talk to Noel in the cell.	"There's something about this world that's different from mine. Let's see what Noel thinks."	-	• Answered four or fewer Live Triggers: Potion • Answered five or more Live Triggers: Lucky Clover • Answered five or more Live Triggers, including four or more funny answers: Chocobo Figurine
	Talk to the guard outside the cell.	"We've been taken prisoner by a group known as the Academy. Let's see what we can find out from the guard."	"I'm hungry!"	
	Talk to the guard again.	"The elevator wasn't anywhere near completion, but he says it's been operational since last year. How is that possible?"	"Am I remembering things wrong?"	
	After leaving the cell.	"A girl named Alyssa lied to a soldier to set us free. We need some answers."	-	
	Examine the first gate.	"We need a key to open the gate. What's something that doesn't belong in this time...?"	"Alyssa?" "Mog!?"*	
	Examine the gate in the south tunnel.	"These gates may be appearing in other places in the timeline. What are they and why did they appear?"	"They're really useful portals!"	
	After Serah and Noel set eyes on Atlas.	"We either fight Atlas head-on, or take our chances with the device. Before I decide, how do I reply?"	"What does Mog think?" "You decide, Noel."*	
	At the northwest end of the ruins.	"In the future, it's taught that Cocoon fell to Pulse during a war. What should I ask Noel to clarify?"	"Stop joking around!" "Listen to the voice."**	
	After the battle against the weakened Atlas.	"The paradox may have been caused by someone meddling in history. Let's think about that."	"Listen to the voice."**	
Yaschas Massif (010AF)	Talk to the first Researcher.	"The eclipse is the result of Fenrir's premature appearance. What could be happening in the ruins?"	"The fal'Cie wanted to meet you." "A moogle conspiracy!"*	• Answer all Live Triggers: Blue Butterfly • Answer all Live Triggers including four funny answers: White Chocobo Chick
	Talk to Noel/Serah after passing through the darkened area.	"Why is the eclipse only happening here? Let's see what Noel thinks..."	"Boredom?"	
	After defeating Aloeidai, speak to Hope twice.	"Hope wonders if I have any questions about this world, now seven years in the future."	"Why are you so grown up?" "You boss around girls your own age?"*	
	Talk to Hope by the ramp leading to the command center.	"After meeting with me again, Hope seems lost in memories. What should we talk about?"	-	
	Talk to Hope after the Oracle Drive event.	"Hope has been analyzing the Oracle Drive and the images that appear to be Lightning. What should I ask him?"	"Sometimes, I hear voices."** "You've got an interesting weapon."*	
	Use Hollow Artefact to open the gate.	"Noel seems troubled about something. He says it's personal. How should I respond?"	"Are you worried about the gate?" "Bothered by the moogle?"*	
Oerba (200 AF)	Collect the Artefact.	"The paradox is solved and an artefact has appeared. But questions still remain..."	"How much would the artefact sell for?"	• Answer all Live Triggers: Whimsical Headdress • Answer all Live Triggers including two funny answers: Yellow Propeller
	Use the Artefact to open the Gate.	"Noel is upset about Yeul. He wonders why I don't ask him about her. What should I say to him?"	"Sorry, I drifted off. Do you want me to ask?"*	
Yaschas Massif (01X AF)	Talk to Serah/Noel as you ascend the first cliff.	"Yeul said that if you change the future, you change the past. But what exactly does that mean?"	"Isn't that how it works?"	• Answer all Live Triggers: Academic's Hat • Answer all Live Triggers including two funny answers: Red Silk Hat
	Talk to Serah/Noel after talking to Yeul before entering the ruins.	"I met another girl with the same name and face as Yeul from the future. What could it mean?"	"Does Yeul have a twin?"	
	Talk to Hope after seeing the Oracle Drive.	"How should you interpret the images shown by the Oracle Drive? You decide to ask Hope."	-	
Sunleth Waterscape (300 AF)	During the cinematic after the opening Royal Ripeness battle.	"Snow's here because of something Lightning said in his dream. What else does he know?"	"Let's defeat the flan!" "You're lying, right?"*	• Answer all Live Triggers: Blue Flower • Answer all Live Triggers including two funny answers: Pumpkin Head
	At the south end of the map, after defeating the Flan who were congregating around the Artefact.	"Snow's friends are still trapped in the pillar. What should Noel ask him about?"	"Feel like a song?"	
Archylte Steppe (??? AF)	Make Faeryl appear, then speak to Tipur.	"A flan-devouring monster is behind the storm. What's going on?"	"What do you think, Mog?" "It's really hungry!"*	• Answer the Live Trigger: Dragon Hide Backpack • Answer the Live Trigger with funny answer: Mog's Clock

LIVE TRIGGERS & REWARDS (CONT.)

LOCATION	TIMING	QUESTION	FUNNY ANSWER	CONDITION & REWARD
Augusta Tower (200 AF)	Talk to Alyssa in front of the elevator.	"Caius and Yeul headed to the top of the tower. Why?"	"There's treasure here!" "Yeul is cute, isn't she?"**	• Answer all Live Triggers: Sky Blue Newsboy Cap • Answer all Live Triggers including two or more funny answers: Light Bulb
	Head to the 52nd Floor.	"Noel doesn't think Caius is behind this mayhem. Then who is?"	"This is just like a murder mystery!" "Someone unexpected!"*	
	Mandatory Live Trigger during the battle with Proto fal'Cie Adam.	"The Proto fal'Cie keeps regenerating. What's the battle strategy?"	"Throw Mog."	
Academia (4XX AF)	Speak to Hope three additional times after the mandatory story conversations.	"Hope has traveled 400 years into the future. What should I ask him?"	-	• Answer the Live Trigger: Crystal Star
The Void Beyond (??? AF)	Talk to Yeul.	"Serah's trapped in the shade of Valhalla. Yeul seems to know something..."	"Are you the one who's been speaking to me?"**	• Answer all Live Triggers: Caius's Sword
	Talk to second Yeul.	"The goddess gave her servants the ability to see the future. What else does Yeul know?"	-	
The Void Beyond: New Bodhum	Talk to Lebreau.	"Everything looks the way it did before I left on my journey. What is this place?"	"Can I take a nap?" "I wasn't asleep!"*	• Answer all Live Triggers: NORA Symbol • Answer all Live Triggers including three or more funny answers: Afro
	Talk to Yuj.	"Yuj is acting like nothing happened. What should I talk to him about first?"	-	
	Talk to Maqui.	"Maqui says someone is waiting at NORA House. What does he mean?"	"The NORA House?" "Oh, yeah, him!"* "He was joking!"*	
	Talk to Gadot.	"Gadot says I have it easy. How should I respond?"	"I work hard, too!" "I love it here!"*	
A Dying World (700 AF)	In the cinematic after the Gogmagog fight.	"My life shortens each time I see the future. What should I say to Noel?"	-	• Answer the Live Trigger: Crystal Rose

* "Extended" answer ** Available only with the Paradox Scope activated

There are a handful of special rewards available for players who have a save file from Final Fantasy XIII on their selected storage device, or for those who obtain three specific Trophies or Achievements while playing FFXIII-2. The following table reveals these, plus their unlock requirements.

UNLOCKABLES & REQUIREMENTS

UNLOCKABLE	AVAILABILITY
Lightning Theme/Gamer Picture	Unlocks automatically when the game recognizes a Final Fantasy XIII save file.
Eternal Crystal	Unlocks automatically when the game recognizes a Final Fantasy XIII save file.
Lightning Mask	Found in a treasure sphere in Serendipity if you have a Final Fantasy XIII save file.
Serah Mask	Found in a treasure sphere in The Void Beyond during Episode 5 if you have a Final Fantasy XIII save file.
Noel Gamer Picture/Theme	Unlock the Chronosavior Trophy/Achievement.
Mog Gamer Picture/Theme	Unlock the Fair Fighter Trophy/Achievement.
Serah Gamer Picture/Theme	Unlock the Defragmented Trophy/Achievement.
Additional Lightning Theme	Unlock the Master of Time Trophy.

FRAGMENT CHECKLIST

This checklist of all 160 Fragments follows the exact order presented by the "Locations" sort order in the Fragments menu. We have also included the Category that each Fragment is part of as an aid to easy reference.

CHECKLIST

FRAGMENT	AREA	CATEGORY	CP	PAGE
Gogmagog Fragment Alpha	New Bodhum (003 AF)	Monster Bits	500	31
Gogmagog Fragment Beta		Monster Bits	1,000	32
Heart Prism		Fate's Recollection	50	85
Graviton Core Alpha		Graviton Cores	500	85
Cartesian Board	New Bodhum (700 AF)	Fate's Recollection	600	183
Laplacian Board		Fate's Recollection	600	183
Hope's Message		An Affectionate Message	600	183
Noel's Message		An Affectionate Message	600	183
Serah's Message		An Affectionate Message	600	183
Vanille's Fruit	New Bodhum (Hollow Seclusion)	An Affectionate Message	600	177
Fang's Crown		An Affectionate Message	600	177
Transcript: Fate and Freedom		Paradox Ending	1,500	177
Transcript: Beneath a Timeless Sky	New Bodhum (??? AF)	Paradox Ending	10,000	175
Atlas Fragment	Bresha Ruins (005 AF)	Monster Bits	2,500	38
Ghast Fragment		Monster Bits	600	88
Delicate Crystal		Great Mog Wisdom	200	36
Vita Lyrica		Fate's Recollection	200	88
Anima Miseria		Fate's Recollection	200	88
Unio Mystica		Fate's Recollection	100	88
Ars Symphonica		Fate's Recollection	100	88
Graviton Core Beta		Graviton Cores	500	88
Kalavinka Fragment	Bresha Ruins (100 AF)	Monster Bits	4,500	186
Ruthenium Ring		Bounty Hunter's Prize	1,000	186
Rhodium Ring		Bounty Hunter's Prize	1,000	186
Palladium Ring		Bounty Hunter's Prize	1,000	186
Osmium Ring		Bounty Hunter's Prize	1,000	186
Adamantite Ring		Bounty Hunter's Prize	1,000	186
Control Device Password 2	Bresha Ruins (300 AF)	Fragment Items	400	128
Iridium Ring		Bounty Hunter's Prize	400	128
Platinum Ring		Bounty Hunter's Prize	400	128
Mythril Ring		Bounty Hunter's Prize	400	128
Aloeidai Fragment	Yaschas Massif (010 AF)	Monster Bits	3,500	41
Pathos Jewel		Fate's Recollection	300	92
Misery's Bead		Fate's Recollection	300	92
Amur's Sphere		Fate's Recollection	300	92
Innocence's Sacred Sphere	Yaschas Massif (010 AF)	Fate's Recollection	300	92
Gorgyra Fragment	Yaschas Massif (01X AF)	Monster Bits	500	98
Orb of Clotho		Fate's Recollection	300	97
Sword of Lachesis		Fate's Recollection	300	97
Mirror of Atropos		Fate's Recollection	300	97
Schwertleite's Flower	Yaschas Massif (100 AF)	Crimson Memories	300	140
Helmwige's Nightshade		Crimson Memories	500	140
Siegrune's Spiritbloom		Crimson Memories	500	140
Rossweisse Skyblossom		Crimson Memories	500	141
Book of Shambala		Crimson Memories	500	141
Book of Valhalla		Crimson Memories	500	140
Graviton Core Epsilon		Graviton Cores	500	140
Control Device Password 1	Yaschas Massif (110 AF)	Fragment Items	300	133
Ugallu Fragment		Monster Bits	2,000	132
Waltraute's Flower		Crimson Memories	500	131
Gerhilde's Blossom		Crimson Memories	500	131
Ortlinde's Bloom		Crimson Memories	500	131
Book of Avalon		Crimson Memories	500	131
Time's Stardust	Oerba (200 AF)	Great Mog Wisdom	300	42
Time's Shell		Great Mog Wisdom	300	42
Time's Coral		Great Mog Wisdom	300	42
Giant Egg		Fate's Recollection	300	94
Graviton Core Gamma		Graviton Cores	500	94
Spinning Moonstone	Oerba (300 AF)	Great Mog Wisdom	500	169
Sparkling Runestone		Great Mog Wisdom	500	169
Astonishing Limestone		Great Mog Wisdom	500	169
Thrilling Milestone		Great Mog Wisdom	500	169
Lovely Starstone		Great Mog Wisdom	500	169
Bubbly Stone		Great Mog Wisdom	500	169
Scorching Firestone		Great Mog Wisdom	500	169
Dewy Bloodstone		Great Mog Wisdom	500	169
Mossy Rosetta Stone		Great Mog Wisdom	500	169
Bittersweet Chiffon	Oerba (400 AF)	Great Mog Wisdom	800	171
Tremulous Muffin		Great Mog Wisdom	800	171
Beloved Cinnamon		Great Mog Wisdom	800	171
Selfish Pancake		Great Mog Wisdom	800	171

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FRAGMENT	AREA	CATEGORY	CP	PAGE
Farewell Madeleine	Oerba (400 AF)	Great Mog Wisdom	800	171
Teatime Mont Blanc		Great Mog Wisdom	800	171
Dishonest Mille-feuille		Great Mog Wisdom	800	171
Pink Parfait		Great Mog Wisdom	1,000	171
Graviton Core Zeta		Graviton Cores	500	171
Transcript: Vanille's Truth	Oerba (??? AF)	Paradox Ending	10,000	95
Mutantomato Fragment	Sunleth Waterscape (300 AF)	Monster Bits	3,500	49
Extraordinary Egg		Fate's Recollection	300	103
Miniflan Fragment	Sunleth Waterscape (400 AF)	Monster Bits	2,500	143
Lapis Lazuli		An Affectionate Message	800	143
Heliodor Ore		An Affectionate Message	800	143
Carnelian		An Affectionate Message	800	143
Celestine		An Affectionate Message	800	143
Cosmo Aura		An Affectionate Message	800	143
Graviton Core Eta		Graviton Cores	500	143
Transcript: Mog's Marvelous Flan Plan	Sunleth Waterscape (??? AF)	Paradox Ending	10,000	104
White Hole Gem	The Coliseum (??? AF)	Fragment Items	300	47
Black Hole Gem	Archylte Steppe (??? AF)	Fragment Items	3,500	48
Goblin Fragment		Monster Bits	300	48
Fragment of Invincibility		Monster Bits	30,000	112
Ochu Fragment		Monster Bits	30,000	111
Long Gui Fragment		Monster Bits	30,000	113
Yomi Fragment		Monster Bits	30,000	114
Woolly Stone		Fate's Recollection	300	48
Crimson Crystal		Oracle of Etro	300	108
Azure Crystal		Oracle of Etro	300	108
Forest Crystal		Oracle of Etro	300	108
Amber Crystal		Oracle of Etro	300	108
Violet Crystal		Oracle of Etro	300	108
Transcript: A Giant Mistake	Archylte Steppe (??? AF)	Paradox Endings	10,000	89
Chaos Crystal	Serendipity (??? AF)	Fragment Items	500	117
Setzer's Dice		Fate's Recollection	1,500	117
Chocochick Down		An Affectionate Message	500	119
Lucky Coin		An Affectionate Message	1,000	118
Priceless Gift		An Affectionate Message	800	117
Zenobia Fragment	Academia (400 AF)	Monster Bits	6,000	52
Academic Rank: Paradox Professor		Academic Reward	1,500	136
Travel Guide: New Bodhum		Academic Reward	100	136
Travel Guide: Bresha Ruins		Academic Reward	150	136
Travel Guide: Yaschas Massif		Academic Reward	200	136
Travel Guide: Oerba		Academic Reward	200	136
Travel Guide: Sunleth Waterscape		Academic Reward	200	136
Travel Guide: Academia		Academic Reward	400	136
Travel Guide: Augusta Tower		Academic Reward	400	136

FRAGMENT	AREA	CATEGORY	CP	PAGE
Travel Guide: Vile Peaks	Academia (400 AF)	Academic Reward	500	136
Travel Guide: Archylte Steppe		Academic Reward	200	136
Travel Guide: A Dying World		Academic Reward	600	136
Graviton Core Delta		Graviton Cores	500	136
Academic Rank: Monster Professor	Academia (4XX AF)	Academic Reward	1,000	150
Quiz Rank: Private		Quiz Mastery	400	151
Quiz Rank: Sergeant		Quiz Mastery	400	151
Quiz Rank: Lieutenant		Quiz Mastery	600	151
Quiz Rank: Colonel		Quiz Mastery	600	151
Quiz Rank: General		Quiz Mastery	1,000	151
Stoic Virtue		Quiz Mastery	500	151
Epicurean Song		Quiz Mastery	500	151
Lyceum Knowledge		Quiz Mastery	500	151
Academia Wisdom		Quiz Mastery	500	151
Transcript: The Future Is Hope		Paradox Ending	3,000	150
Paradox Scope	Academia (500 AF)	Fragment Items	30,000	191
Amethyst and Luvulite Fragment		Monster Bits	8,000	63
Proto Fal'Cie Adam Fragment	Augusta Tower (200 AF)	Monster Bits	6,000	55
Idea Circuit		Academic Reward	400	146
Enigma Codex		Academic Reward	400	146
Difference Engine		Academic Reward	400	146
Entropy Board	Augusta Tower (300 AF)	Fragment Items	500	53
Transcript: Test Subjects	Augusta Tower (??? AF)	Paradox Ending	10,000	147
Twilight Fragment Alpha	Vile Peaks (010 AF)	Monster Bits	3,000	166
Baxter's Last Light		The Honor of Blitz Squad	800	166
Ray's Last Light		The Honor of Blitz Squad	800	166
Sarge's Last Light		The Honor of Blitz Squad	800	166
Falcon's Compass	Vile Peaks (200 AF)	Fragment Items	500	164
Twilight Fragment Beta		Monster Bits	3,000	164
Torreno's Last Light		The Honor of Blitz Squad	500	163
Falcon's Last Light		The Honor of Blitz Squad	500	163
Thunder's Last Light		The Honor of Blitz Squad	500	163
Blitz Squadron Mission Report		The Honor of Blitz Squad	500	163
Words of Light		An Affectionate Message	500	164
Father's Song		An Affectionate Message	500	164
Gogmagog Fragment Gamma	A Dying World (700 AF)	Monster Bits	15,000	60
Ultima Brand		Oracle of Etro	800	180
Omega Brand		Oracle of Etro	800	180
Chaos Brand		Oracle of Etro	800	180
Transcript: Heir to Chaos	A Dying World (??? AF)	Paradox Ending	10,000	181
Etro's Sorrow	The Void Beyond (??? AF)	Oracle of Etro	600	58
Pulse's Resolution		Oracle of Etro	600	58
Lindzei's Desire		Oracle of Etro	600	58
Mwynn's Tenderness		Oracle of Etro	600	58
Bhunivelze's Sleep		Oracle of Etro	600	58

It has been a real pleasure working on this guide with the Final Fantasy XIII-2 development team. To reflect this, we thought it would be interesting to present a behind-the-scenes section here. This gives the team an exclusive opportunity to share their personal experiences on the game's design and storyline. This section offers in-depth insights on the game's key events, themes and features.

Spoiler Warning! We *strongly* advise that you do not read this section until you have completed FFXIII-2's main storyline. Players who intend to reach the full 160 Fragments milestone and view the "secret ending" should do so before they read any further.

What is the moment in Final Fantasy XIII-2 that the team is most proud of from a visual perspective?

Motomu Toriyama, Director: "I believe the continuous battle sequences between Lightning and Caius in the opening sequence is one of the most spectacular scenes in the game. This sequence is a fusion of cutscene, combat and cinematic action. In a sense, this offers a sample of all the battles to come in the game."

What gave you the idea of time travel as a main concept in Final Fantasy XIII-2?

Motomu Toriyama, Director: "With Final Fantasy XIII-2, we wanted to design a story where the main characters travel through time to fix the course of a long history, and rebuild the world as they knew it following the events of Final Fantasy XIII. The player has to interact with various people from multiple time periods, and eventually determine whether the events – as they are described by Lightning following the end of Final Fantasy XIII – are real or not."

Why is Serah the only character who remembers the original events as seen at the end of FFXIII?

Daisuke Watanabe, Lead Writer: "Final Fantasy XIII-2 reveals that the goddess Etro saved Serah during the final scene of FF XIII, releasing her from her crystal stasis. Through her interaction with Etro, Serah acquired certain powers normally non-accessible to humans. This is why she can time-travel when passing through the Gates (like Noel or Snow). This is also how she received the gift of the "Eyes of Etro", enabling her to see changes in the timeline, as does You. It is also for this reason that she has a special bond with monsters, allowing her to tame them in their crystal form and use them as allies."

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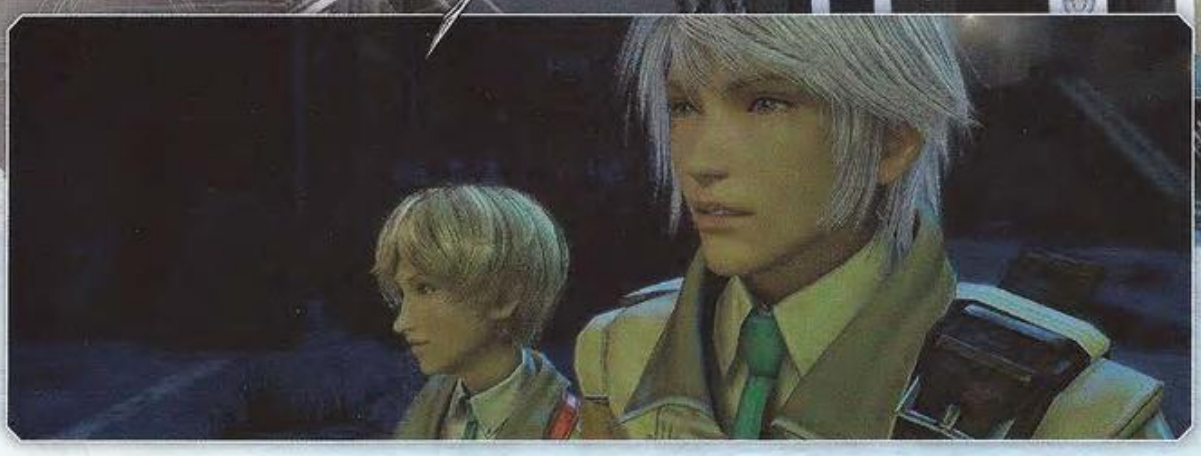
Are Atlas and Royal Ripeness the largest enemies you have ever created?

Motomu Toriyama, Director: "In Final Fantasy XIII, we were unable to implement a fight against the giant fal'Cie, Titan, in the Archylte Steppe – he was simply too big. This was an issue we wanted to address in FFXIII-2. As a result, the player is often confronted in the game by very large monsters, such as Atlas, or the Royal Ripeness. As a rule, all of these bosses are just as tough as they are big."

To what extent did you re-design locations that already existed in Final Fantasy XIII?

Motomu Toriyama, Director: "All regions across all time periods were redesigned with different gameplay concepts and objectives in Final Fantasy XIII-2. The locations as they existed in Final Fantasy XIII have gone through an entirely new level design process in order to offer new experiences to the player. This ensures that those who played Final Fantasy XIII still have a lot to rediscover in this game, both through exploring locale variations in the future and by enjoying the new features in terms of playability."



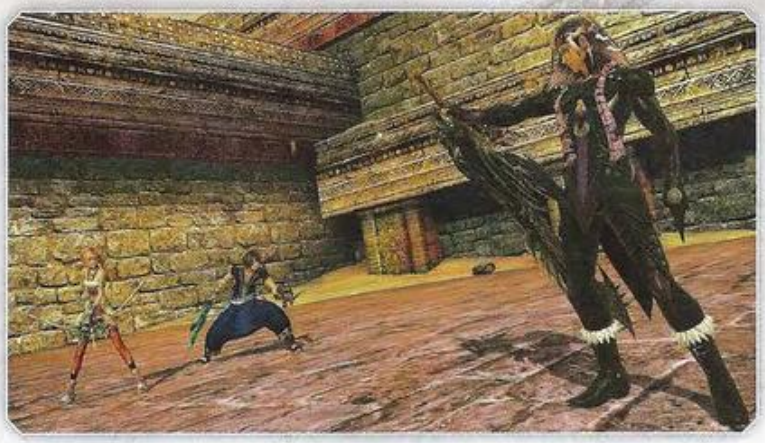
Why are there no inhabitants in any time period in Oerba? Is this supposed to be a ghost town?

Daisuke Watanabe, Lead Writer: "Fang and Vanille, who were both born in Oerba, attacked Cocoon in the War of Transgression, which you will remember occurred hundreds of years before the events of Final Fantasy XIII. When the war ended, the environment on Pulse was in ruins and consequently all human survivors had no alternative but to leave. This is how Oerba became deserted – a ghost town. Centuries later, the Academy established a protected zone in and around Oerba, forbidding anyone to enter. This is the reason Oerba was never repopulated, across all time periods.

From a design perspective, Oerba holds a strong symbolic value in Final Fantasy XIII as it signifies the end of the main protagonists' journey. We therefore felt uncomfortable in populating Oerba or making it busy. We chose to leave it desolate."

How difficult was it to design a "grown-up" Hope, starting with his younger persona from Final Fantasy XIII?

Daisuke Watanabe, Lead Writer: "At the beginning of Final Fantasy XIII, Hope is an inexperienced and naïve youth, but as we all know, he matures throughout the storyline, which essentially depicts his development from child to young man. As a consequence, it was quite natural for us to show how Hope matured from a young man to an adult in Final Fantasy XIII-2."



Why are the events of the Sunleth Waterscape location largely focused on Flan creatures?

Daisuke Watanabe, Lead Writer: "We are aware that most episodes in the game are very serious. So we thought that the Sunleth Waterscape location offered an opportunity to introduce a humorous note and the Flan creatures are perfect for this purpose."

How can Snow travel through time? Is this related to his new l'Cie mark? What is the story behind this?

Daisuke Watanabe, Lead Writer: "After the events of Final Fantasy XIII and the disappearance of Lightning, Snow firmly believed in Serah's memory. As a consequence, he set out to save Lightning, Fang and Vanille and intentionally approached a fal'Cie, anticipating this would enable him to travel through time. He then found a Gate and set forth on his long journey.

Snow's story up to when he met a fal'Cie will be revealed in an official novel to be published soon in Japan. The later part of his journey is detailed in the game in the form of texts made available as the player retrieves Fragments."

The Archylte Steppe is once again the ultimate hunting ground in the game, and features some very tough monsters. Was this intended as a bonus for Final Fantasy XIII players?

Motomu Toriyama, Director: "The idea behind the Steppe is certainly to offer a large area with many missions and we believe that this will please many Final Fantasy fans. In XIII-2, we introduced an additional factor through the weather, which we believe adds a new layer in terms of hunting and exploration."

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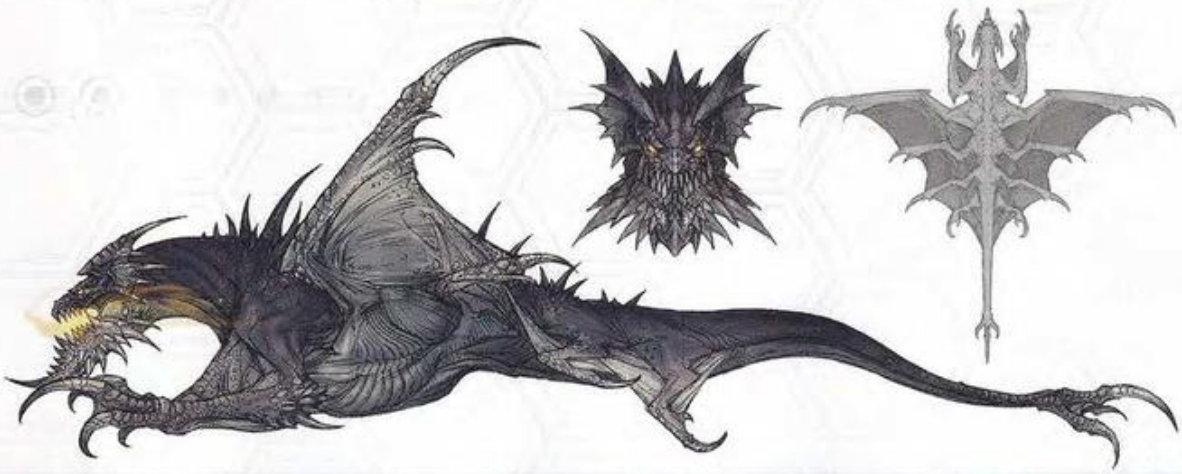

Did you intend for Serendipity to evoke the Gold Saucer in Final Fantasy VII?

Motomu Toriyama, Director: "Yes, it is fair to say that we designed Serendipity as an homage to the richness of earlier Final Fantasy installments. With its wealth of minigames, especially the Chocobo races, Serendipity is intentionally reminiscent of the Gold Saucer in Final Fantasy VII. You might have noticed that we set the camera distance back from the level itself to recreate the atmosphere of the Gold Saucer."

How do Sazh and Dajh travel through time and appear in the final scenes?

Daisuke Watanabe, Lead Writer: "At some point, Sazh and his son Dajh got caught in Serendipity, but they came out alive having won a gamble of fate. The full details of this story will be revealed in a planned DLC release."

The Academia map is completely new and certainly looks very impressive. Is there a version (400 AF or 4XX AF) that you focused on first, or were both designed in parallel?

Motomu Toriyama, Director: "The large Cocoon as it appears in Final Fantasy XIII was built on fal'Cie technology. In Final Fantasy XIII-2, however, the power of the fal'Cie is no more, and Academia is a futuristic city based entirely on human technology. We have experimented here with some visionary architecture, suggesting perhaps how city planning may appear on earth in the future.

When you first visit Academia, many battles occur under very dramatic conditions. These are designed to take place in the evening and in the rain in order to enhance the sense of tragedy. We consider this setting a visual reference, a symbol of Final Fantasy XIII-2."

Youji Iio, Environment Technical Artist: "Initially, we started on the day version of the map, called 4XX AF, as this is where you have access to all city areas. We soon realized that a large metropolis with glittering lights and skyscrapers can be very visually impressive in the evening, so we moved on to the 400 AF version in order to work on the lighting. From a production standpoint I think we just continued on this and implemented the rain and all of the finer details and features. So in the end, the 400 AF version was in fact finished first."

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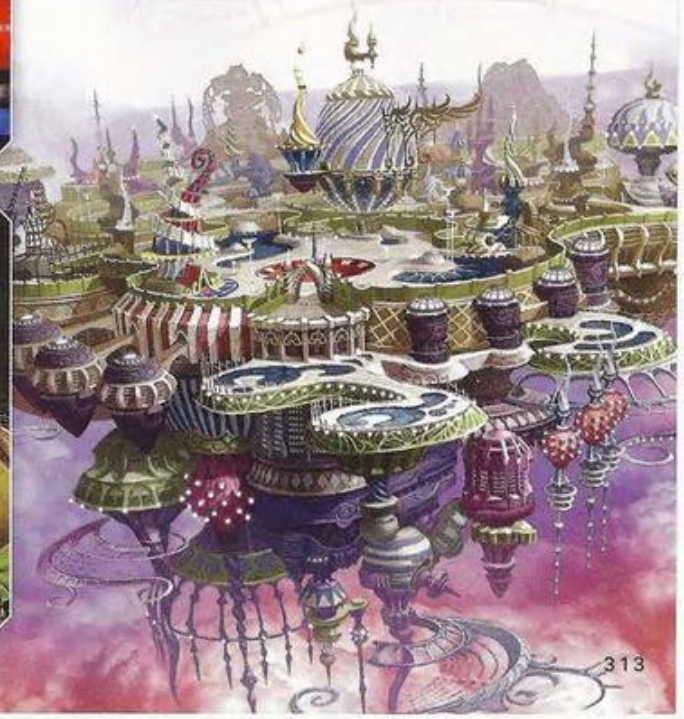


Final Fantasy XIII-2 features a tower with multiple floor levels, just like Taejin's Tower in Final Fantasy XIII, and the Pharos in Final Fantasy XII. Do you see this as a staple of a Final Fantasy game?

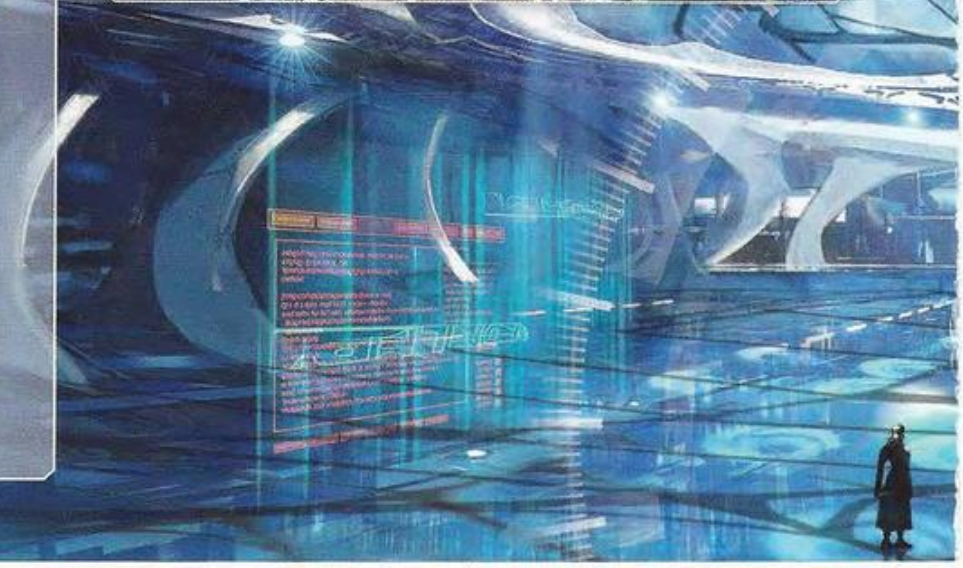
Motomu Toriyama, Director: "We believe it is an important process to go through a complex dungeon in the middle of the storyline as this acts both as a trial and a story turning point before the player reaches the climax at the end of the adventure. This takes the form of Augusta Tower in Final Fantasy XIII-2, a futuristic dungeon peppered with puzzles. The player has to search the whole Historia Crux in order to access the heart of the tower. This makes it a difficult challenge, one which cannot be completed by just visiting the area itself."

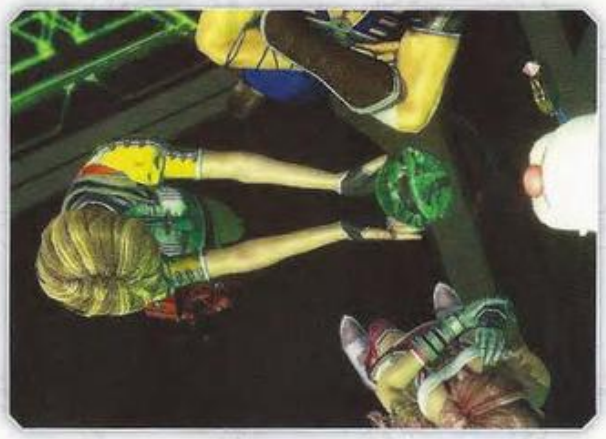
Is there one particular monster in FFXIII-2 that the team has a special affinity towards?

Motomu Toriyama, Director: "You can recruit in excess of 150 monsters in the game, each with its unique battle style. Naturally each member of the development team has their own, personal favorite. That said, I think the most popular monster amongst the team – and the one most frequently found in Paradigm Packs – is probably the Flenitor, a Medic."

Why did Alyssa betray her friends and accept Caius's offer by booby-trapping the Gate in Academia 4XX AF?

Daisuke Watanabe, Lead Writer: "Alyssa actually died during the Purge that occurred at the beginning of Final Fantasy XIII. Her "survival" is due only to the course of history having been altered when Etro decided to save those who fought to defend Cocoon. She can only exist in this warped timeline, her very existence being a paradox of sorts. As Serah and Noel solve all the inconsistencies that alter the true course of events, Alyssa feels increasingly threatened. She is aware that the restoration of the timeline will lead to her demise. She eventually chooses to favor her own survival, by accepting Caius's offer even when this means betraying her friends."





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The "dream" events that occur in the Void Beyond in Episode 5 offer an interesting change of pace. What were the reasons behind this?

Motomu Toriyama, Director: "The 'dream' events offered an opportunity to both tell the story via cutscenes and to actually present it, thus enabling players to experience this for themselves. We therefore designed Episode 5 in such a way that the character can experience "dreams" or "pasts" together with the player. We also wanted to give a sense of the true strength of Cairus, which Noel is aware of from the start."

The Oracle Drives seem to have been created by the Farseers. If their civilization was indeed so advanced, could they still exist somewhere on Pulse?

Daisuke Watanabe, Lead Writer: "The Farseers do in fact still exist in the days of Final Fantasy XIII-2, and even in the time period that Noel comes from. They live hidden, far away from all other human beings. They are aware of the prophecy that warns of potential conflicts between humans; they therefore avoid contact with modern civilization and chose never again to use technology like the Oracle Drives."

Is there a meaning to the throne of Etro that is seen at various moments in The Void Beyond?

Daisuke Watanabe, Lead Writer: "The throne of Etro that appears in The Void Beyond is empty for most of the game. This symbolizes the ever diminishing power of Etro. However, in the ending, Lightning sits on the throne. This symbolizes that the world's very existence relies on her to embody the divine will. As Lightning wants to maintain hope, she enters the crystal stasis in order to protect the will of her sacrificed sister, Serah. We are planning a DLC release to reveal the background to this."

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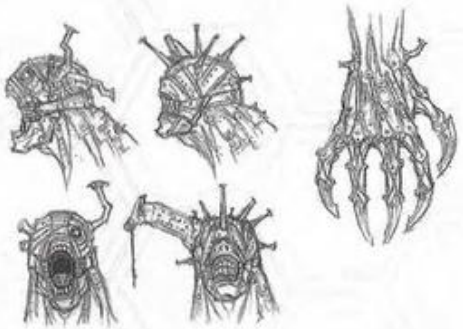

When you decided that the party members could jump in Final Fantasy XIII-2, did you already have the Academia 500 AF "Labyrinth of Chaos" in mind?

Motomu Toriyama, Director: "Once we decided to allow the main character to jump, we knew that we wanted a game location where the level design would offer a unique platform challenge. We believed we could increase this effect by having this occur in Academia 500 AF as this is the final dungeon in the game."

Why doesn't time flow in Valhalla?

Daisuke Watanabe, Lead Writer: "Valhalla exists on a different reality plane, one that lies between the real world and nothingness. Time doesn't flow in Valhalla because it is a timeless, lifeless place. With Etro fading from the real world, Valhalla is her only refuge: it is a "middle world" where she waits until she dissolves completely."

Is Caius less objectionable than classic "bad guys" in order to unsettle the player?

Daisuke Watanabe, Lead Writer: "This is a very interesting question. Caius is a unique villain throughout the game in that his goal is not to destroy the world, but to save Yeul, and nothing will deter him from that objective. He has unshakeable willpower. This means that he doesn't necessarily appear as a "bad" person. This wasn't so much to confuse players, but rather to put them in front of a bewildering enemy.

Although Caius dies in the final battle, we see him alive in the secret ending. This does not mean that there are multiple versions of Caius that have been manipulating events from a different timeline. Quite the opposite: the Caius that 'dies' in Valhalla (a timeless place) is the same one that we see in the secret ending. His is a paradoxical existence that already knows how the battle ends and will still not stop until he reaches that end. His 'death' only strengthens his resolve, as even this did not alter the course of events. The goddess died nonetheless, which is what he fought for all along."

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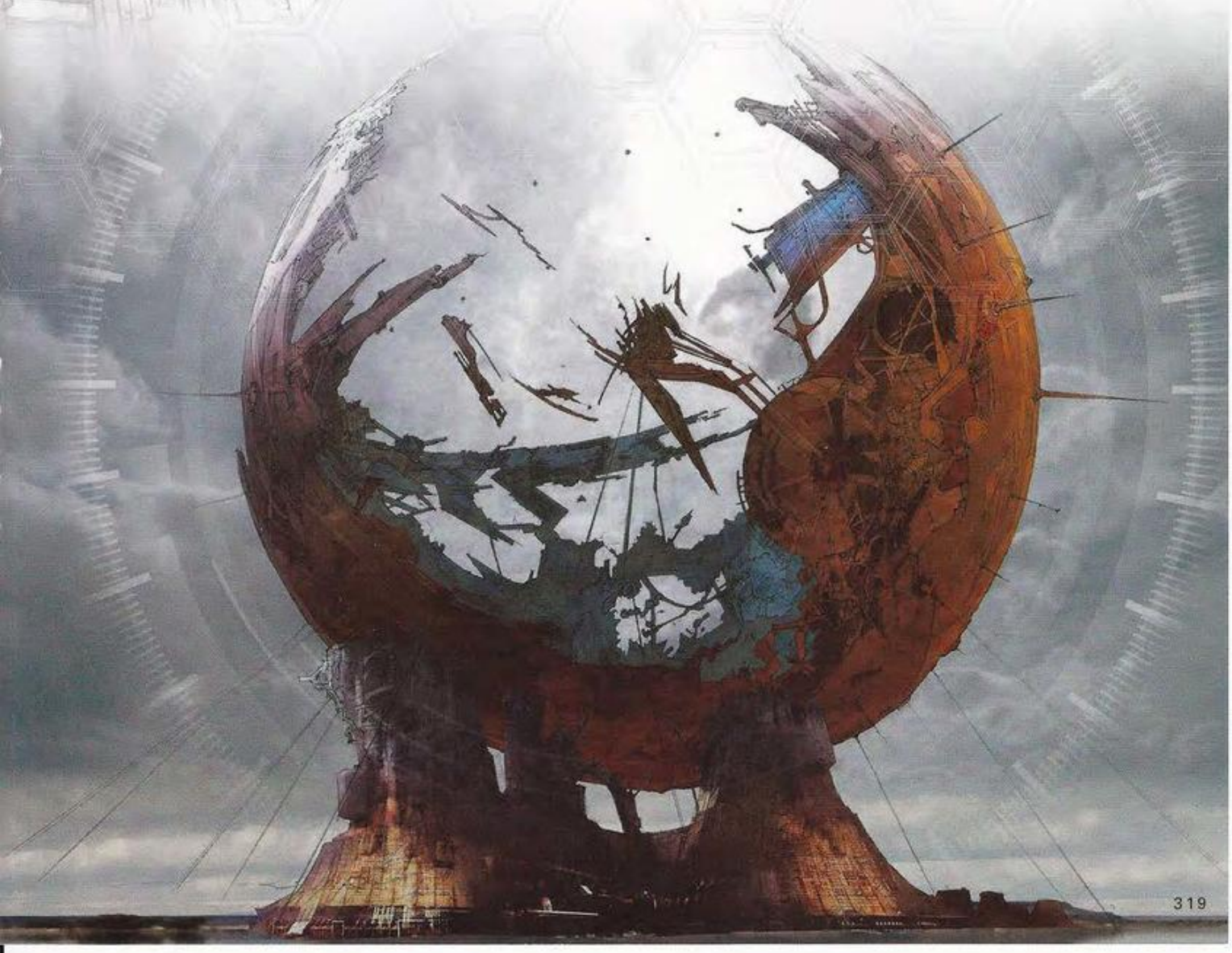

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If you are looking for specific information, this alphabetical listing is just what you need. To avoid any potential spoilers, note that all entries that link to the Extras chapter are written in red.

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